Rachit Sharma

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EDUCATION

VIT Bhopal University, Bhopal, Madhya Pradesh October 2022 – October 2026
Bachelor of Technology in Computer Science Engineering (Gaming Technology) *CGPA: 8.46*
Relevant Coursework: Physics of Game Development, AR/VR in Gaming, Game Design using AI/ML, Agile Game Development

TECHNICAL SKILLS

Languages: C#, GDScript, Python, C++, Lua
Game Engines & Libraries: Unity, Unreal Engine, Godot, OpenGL
Tools & Platforms: GitHub, Blender, Visual Studio, monday.com

EXPERIENCE

Hopscotch Games February 2025 – July 2025
Game Tester / AI Game Creator *Remote*
- Tested and debugged games across Unity, Roblox, and Highrise platforms, collaborating with seasoned developers to gain hands-on experience with C#, Lua, UXML, and USS for game development.
- Identified and categorized 50+ bugs by severity (Uncomfortable, Painful, Deadly), improving game stability. Provided 10+ design suggestions, using game development expertise to improve quality.
- Contributed to feature implementation and bug fixes in in-house game projects, leveraging game development expertise to enhance gameplay and performance.
- Created 100+ high-quality games using AI tools and managed their deployment on the company's internal platform.

PROJECTS

Scalvage | *Unity, C#* December 2024
- Developed a 2D side-scroller for Secret Santa Game Jam 24 in 16 days, delivering a polished one-run game with a cohesive gameplay loop.
- Created 3 distinct levels with innovative platforming, integrating over 10 reactive traps and 4 enemy types to enhance challenge complexity.
- Crafted a haunting tale of an organ-trafficking surgeon in a perilous world, boosting immersion with 3 seamless level transitions, lauded by over 10 peers for improved flow.

Infinite Parkour Runner | *Unreal Engine, Blueprints* November 2024 – February 2025
- Designed and implemented a third-person endless runner game in Unreal Engine, developing 4 core mechanics (movement, animation, obstacles, shooting) from scratch.
- Crafted a fluid moveset featuring wall-running, sliding, and projectile shooting from an independent mouse controlled drone, refining mechanics through over 50 iterations based on feedback from 5 peers.
- Built an obstacle course level to showcase mechanics, playtested with 5+ peers achieving 70%+ satisfaction rate in gameplay flow.

Sky Island Warfare | *Unreal Engine, Blueprints, Team Project* February 2024
- Led level design for a 5-person team, co-developing a VR arcade flight prototype in Unreal Engine.
- Engineered a physics-based flying system (velocity, drag, acceleration), achieving consistent 60 FPS performance.

ADDITIONAL INFORMATION

Core Member, VR & Gaming Club: Organized 5+ events, including project exhibitions and guest talks, engaging 100+ students.
Employee of the month: Recognized as Employee of the Month during first month of tenure at Hopscotch Games.