

# Shishir Sharma

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❖ Barrie, ON ❖ Portfolio: shishirsharma.netlify.app

## PROJECTS

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<b>Knight Night - Survival Horror PvP</b> <i>General /Mechanics Programmer &amp; Designer</i>	<b>Sep. 2024 – Present</b> <i>Barrie, ON</i>
<ul style="list-style-type: none"><li>▪ Designed and implemented core gameplay mechanics, including survival and PvP elements.</li><li>▪ Developed interactive game systems using Unreal Engine Blueprints.</li><li>▪ Created engaging mechanics and puzzles that enhance player immersion.</li></ul>	
<b>Cyberr Summit – 2D Platformer</b> <i>UI &amp; General Programmer</i>	<b>Sep. 2023 – April 2024</b> <i>Barrie, ON</i>
<ul style="list-style-type: none"><li>▪ Developed UI elements and in-game menus for a seamless player experience.</li><li>▪ Assisted in implementing game logic and player mechanics.</li><li>▪ Collaborated with the team to refine gameplay systems.</li></ul>	

## EDUCATION

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<b>Georgian College</b> <i>Diploma in Game Design and Simulation</i>	<b>2023 - Present</b> <i>Barrie, ON</i>
<b>Kathmandu Model Secondary School</b> <i>High School</i>	<b>2020 - 2022</b> <i>Kathmandu, Nepal</i>

## SKILLS, KEY ACHIVEMENT & INTERESTS

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<ul style="list-style-type: none"><li>▪ <b>Skills:</b><ul style="list-style-type: none"><li>- Game Engines: Unreal Engine, Unity</li><li>- Programming: Blueprint Scripting, C#, Gameplay Systems, UI Implementation</li><li>- Audio Tools: Reaper</li><li>- Design Tools: Photoshop, Blender</li><li>- Version Control: GitHub, Azure Devops</li><li>- Soft Skills: Team Collaboration, Problem-Solving, Communication, Project Management</li></ul></li><li>▪ <b>Key Achievement:</b> Our game was featured in the 2024 Level-Up Showcase in Toronto, Canada and received an honorable mention for the Artistic Achievement Award.</li><li>▪ <b>Interests:</b> Sports; Gaming; Reddit; Memes; Sleeping; Traveling; Trekking; Reading</li></ul>	
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