

Akshay Sharma

+918209402502 ♦ Chittorgarh, RAJ



OBJECTIVE

Dedicated and passionate Unity Game Developer with over 1 year of experience in creating engaging and interactive 2D and 3D games. Proficient in Unity engine, C#, and various aspects of game design including gameplay mechanics, AI development, and UI/UX design.

Demonstrated ability to work effectively both independently and as part of a team to deliver high-quality games within deadlines. Strong problem-solving skills and a keen eye for detail, constantly striving for innovation and excellence in game development.

EDUCATION

Secondary Education, LBS Sr. Sec. School, Chittorgarh 2016-2017

Senior Secondary Education, Sikar Academy, Chittorgarh 2018-2019

B.Tech. in Computer Science, Poornima Institute of Engineering Technology, Jaipur 2019-2023

SKILLS

Technical Skills Unity Engine, C#, 2D/3D Game Development, Gameplay Mechanics, AI Development, UI/UX Design, Problem-Solving, Team Collaboration

EXPERIENCE

Unity Game Developer May 2023 - Oct 2023

PM IT SOLUTION Jaipur, RAJASTHAN

- **Learned 2D Game Development:** Gained hands-on experience in creating engaging 2D games using Unity.

- **Gameplay Mechanics:** Developed and implemented various gameplay mechanics to enhance player experience.
- **Coding in C#:** Wrote efficient and maintainable code in C# for game logic and functionalities.
- **UI/UX Design:** Collaborated with designers to create intuitive and appealing user interfaces.
- **Asset Integration:** Integrated visual and audio assets into the game, ensuring seamless performance.
- **Team Collaboration:** Worked closely with senior developers and other team members to meet project deadlines and achieve set goals.
- **Problem-Solving:** Identified and resolved technical issues, optimizing game performance and user experience.

Unity Game Developer

Nov 2023 - Dec 2024

KARBH IT SOLUTION

Ahmedabad, GUJARAT

- **Learned 3D Game Development:** Acquired practical skills in developing immersive 3D games using Unity.
- **Metaverse Integration:** Explored and implemented metaverse concepts to create interconnected and persistent virtual worlds.
- **API Integration:** Integrated various APIs to enhance game functionalities, including third-party services and in-game features.
- **Multiplayer Functionality:** Developed and tested multiplayer features, ensuring smooth and interactive gameplay experiences for multiple players.
- **Advanced C# Coding:** Enhanced proficiency in C# programming for complex game logic and real-time interactions.
- **Performance Optimization:** Optimized game performance by fine-tuning assets and code, ensuring a seamless user experience.
- **Team Collaboration:** Collaborated with a multidisciplinary team of developers, designers, and testers to deliver high-quality projects.
- **Project Management:** Assisted in project planning and management, meeting deadlines and maintaining project scope.

PROJECTS

Polyversity: 3D Educational Metaverse (Company Project)

Polyversity is an innovative 3D educational metaverse designed to transform traditional learning through immersive and interactive virtual environments. This project creates a dynamic virtual world where students can engage in real-time, collaborative educational activities. The development involved designing and implementing realistic 3D environments that simulate various educational settings such as classrooms, laboratories, and libraries. The project integrates metaverse concepts to allow seamless, continuous interaction and exploration, creating a persistent and interconnected virtual world.

A key feature of Polyversity is its multiplayer functionality, which enables students to participate in interactive, real-time collaborative learning experiences. Additionally, the platform incorporates various APIs to provide enhanced features like virtual libraries, interactive lessons, and real-time data analytics. The project emphasizes performance optimization to ensure a smooth and responsive user experience by refining both code and assets.

Experiment: 2D Strategy Game (Company Project)

Experiment is an engaging 2D strategy game inspired by the mechanics of popular games like Clash of Clans (CoC). The project involves creating a captivating gameplay experience where players build and manage their own bases, strategize resource allocation, and engage in battles with other players.

The development of Experiment focused on designing intuitive and visually appealing 2D graphics, ensuring a smooth and immersive player experience. Key gameplay features include base building, resource management, troop training, and strategic planning for both defense and offense. Players can form alliances, participate in multiplayer battles, and compete in various in-game events to earn rewards and climb the leaderboards.

ZombieWorld: First-Person Shooter

ZombieWorld is an exciting personal project that immerses players in a city overrun by zombies, where they must navigate the urban landscape and eliminate zombies using a variety of firearms. This first-person shooter (FPS) game focuses on delivering a thrilling and action-packed gameplay experience.

The development of ZombieWorld involved creating detailed and realistic 3D city environments,

ensuring a high level of immersion and visual appeal. Players can explore different parts of the city, find and use various weapons, and engage in intense combat with hordes of zombies. The game mechanics emphasize fast-paced action, precise shooting, and strategic movement to survive waves of zombie attacks.

Hobbies:

Sports Enthusiast

Gaming Enthusiast

Continuous Learning