

PRASHANT KUMAR SHARMA

GAME DEVELOPER



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PROFILE

Self-taught passionate indie game developer having a couple years of experience, seeking an entry-level game developer role. Proficient in Unreal Engine, C++ and Blueprints, and basic knowledge of game development tools such as Blender and Maya. Strong problem-solving, creative, analytical and communication skills, and a team player with a strong work ethic.

EDUCATION

B.TECH IN COMPUTER SCIENCE & ENGINEERING

RVS College Of Engineering And
Technology, Jamshedpur
2020 - 2023

DIPLOMA IN COMPUTER SCIENCE & ENGINEERING

Government Polytechnic Adityapur,
Jamshedpur
2016 - 2019

MATRICULATION

St. Xavier's English High School,
Khashmahal, Jamshedpur
2016

LANGUAGES KNOWN

- Hindi (Native)
- English (Fluent)

EXPERIENCE

GAME DEVELOPER (INTERSHIP)

MMR Boutique

Mar 2022 - July 2022


- Worked on a Multiplayer Fighting Game
- Build the logic for player movement controls & UI
- Written multiplayer server & client side code from scratch

PERSONAL PROJECTS




BIOWAR

[Android]

- TPP Shooting Game
- Made using Unreal Engine 5,
- Play Store Link 
https://bit.ly/BioWar_Game

CUBERUN

[Android] (500+ Downloads)

- Arcade Game
- Made using Unity,
- Play Store Link 
https://bit.ly/Cuberun_Game

SKILLS

PROGRAMMING LANGUAGES

- | | | |
|-------|----------|--------------|
| • C | • Java | • HTML |
| • C++ | • SQL | • CSS |
| • C# | • Python | • JavaScript |

SOFTWARES

- | | | |
|-----------------|----------------------|------------------|
| • Unreal Engine | • Adobe Audition | • Visual Studio |
| • Unity | • Adobe Photoshop | • Android Studio |
| • Blender | • Adobe Premiere Pro | • Autodesk Maya |