

PUSHKAR GUPTA

Unity Game Developer

pushkargupta2901@gmail.com | (+91)8318120058

GitHub | LinkedIn | Portfolio

EDUCATION

Galgotias College of Engineering & Technology

B.Tech in Computer Science and Engineering

CGPA: 8.0

Greater Noida, India

2021 - June 2025

SML Kheria SDIC Vishnupuri

12th in Science Stream

Percentage: 85%

Kanpur, India

2018 - 2020

SKILLS

Tools & Software: Unity, Blender, Visual Studio, Git/GitHub
Programming Languages: C#, Python, C/C++, JavaScript
Libraries & Frameworks: Pygame, OpenCV, Vuforia SDK
Multiplayer: Netcode for GameObjects.

GAME DEVELOPMENT PROJECTS

3D Endless Runner Game | Link

Unity, C#, WebGL

- Developed a 3D endless runner with **procedural level generation**, ensuring varied gameplay.
- Implemented movement physics for smooth player controls and a dynamic obstacle spawning system for an immersive experience.
- Added coin collection and power-ups to enhance gameplay and strategy.
- Deployed the game as a **WebGL build** to make it easily accessible in browsers.

Pac-Man Clone | Link

Unity, Tilemap System

- Recreated the classic Pac-Man experience using **Unity's Tilemap System** for accurate level design.
- Developed **AI-driven ghost** movement logic with unique pathfinding behavior scripts.
- Added precise collision detection ensuring smooth interactions between Pac-Man, walls, and collectibles.

2D Plane Shooter Game | Link

Unity, C#, Android

- Created a **fast-paced 2D shooter** featuring multiple enemy types, each with unique attack patterns.
- Implemented a dynamic scoring system, tracking kills, collectibles, and achievements.
- Optimized and deployed the game for **Android**, enhancing smooth performance and intuitive gameplay.

Fantasy Sword | Link

Blender, 3D Modeling

- Designed a **detailed fantasy sword** in Blender using modeling, editing, and animation techniques.
- Integrated lighting setups, geometry nodes, and shader editor features to enhance realism.
- Used **compositing techniques** to enhance the final render and improve visual quality.

CERTIFICATIONS

- Beginner's Guide to How to Make a Game with Unity | **BitDegree (2024)**
- Complete C# Unity Game Developer 2D | **Udemy (2024)**

ADDITIONAL

- Developing a real-time **multiplayer Tic-Tac-Toe** game in Unity using **Netcode for GameObjects** to improve networking skills.
- Created 3D assets in Blender for Unity projects, including **rigid body simulations** and **animated UI elements**.