PUSHKAR GUPTA

Unity Game Developer

pushkargupta2901@gmail.com | (+91)8318120058

GitHub | LinkedIn | LeetCode

EDUCATION

Galgotias College of Engineering & Technology Greater Noida, India
Computer Science and Engineering, B.Tech 2021 - June 2025
CGPA: 8.0

SML Kheria SDIC Vishnupuri Kanpur, India
Science Stream, 12th 2018 - 2020
Percentage: 85%

SKILLS

Programming Languages:	C#, Python, C/C++, JavaScript
Tools/Platforms:	Unity 3D, Blender, Visual Studio, Git/GitHub
Libraries/Frameworks:	Pygame, OpenCV, Vuforia SDK.

PROJECTS

Snake Game using Python | Link *Python, Pygame*
- Developed a classic Snake game using **Python and Pygame**, with smooth controls and gameplay.
- Added features like score tracking and sound effects to make the classic Snake game more engaging and interactive.

2D Plane Shooter Game | Link *Unity 3D, C#, 2D Physics*
- Built a fast-paced 2D plane shooter game with multiple enemy types and touch-based controls.
- Added a scoring system to track kills, coins, and player achievements.
- Optimized and deployed the game for **Android**, enhancing user experience and gameplay efficiency.

3D Fantasy Sword | Link *Blender, Mixamo*
- Designed a fantasy sword in Blender 3D, using basic modeling, editing, and animation techniques.
- Integrated **lighting setups, geometry nodes, volumetric lighting, and shader editor** features to enhance the visual appeal and realism.
- Applied **compositing techniques and Mixamo characters** to refine the animation's final render and improve aesthetic quality.

3D Endless Zombie Smasher | Link *Unity 3D, C#, WebGL*
- Designed a 3D endless game where players control a tank to eliminate zombie waves and avoid obstacles.
- Focused on engaging features like dynamic enemy waves, scoring, and explosions using particle systems.
- Deployed the game as a **WebGL build** to make it easily accessible in browsers.

CERTIFICATIONS

- Beginner Guide to How to Make a Game with Unity - **BitDegree (2024)**
- Complete C# Unity Game Developer 2D - **Udemy (2024)**
- C# Unity Game Developer 3D - Udemy (In Progress)

ADDITIONAL

- Designed multiple 3D projects in Blender, including **rigid-body simulation** [GitHub Link] and **3D Digital Numbers Animation** [GitHub Link].
- Currently exploring multiplayer game development in Unity by building a **Tic-Tac-Toe Multiplayer game using Netcode for GameObjects** [GitHub Link] to gain expertise in multiplayer game development.