

PUSHKAR GUPTA

Unity Game Developer

pushkargupta2901@gmail.com | (+91)8318120058

GitHub | LinkedIn | Portfolio

EDUCATION

Galgotias College of Engineering & Technology
Computer Science and Engineering, B.Tech
CGPA: 8.0

Greater Noida, India
2021 - June 2025

SML Kheria SDIC Vishnupuri
Science Stream, 12th
Percentage: 85%

Kanpur, India
2018 - 2020

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)**

ADDITIONAL

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