

# PUSHKAR GUPTA

Unity Game Developer

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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
3D Development:	Blender (Modeling, Rigging, Animation, Simulation, Motion Graphics).

## GAME DEVELOPMENT PROJECTS

### 3D Endless Runner Game | [Link](#)

Unity, C#, WebGL

- Developed a 3D endless runner with the **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.

### Dynamic Motion Loops | [Preview](#)

Blender, Motion Graphics, Geometry Nodes

- Developed a seamless **looping animation** using procedural motion techniques in Blender.
- Used **geometry nodes and shader editor** to generate smooth, fluid movement with precise control.
- Designed an abstract, futuristic visual style optimized for high engagement on social media.
- Applied optimized **lighting and shading techniques** to enhance depth and realism.

## 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.
- Actively learning **3D character animation and rigging** in Blender to enhance motion realism.
- Building an online presence through Blender motion graphics content on **YouTube and Instagram**.