

# Shubham Raj Gupta

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## WORK EXPERIENCE

### FABWELT STUDIOS LTD. | GAME DEVELOPER

British Virgin Islands (Remote) | Sep 2022 – Feb 2025

- Extensive experience in game development for various platforms : WebGL, Windows, Android, and iOS
- Proven expertise in optimizing game performance through techniques such as Occlusion Culling, 3D Models Optimization (in Unity), Light Baking, Code Optimization, and Adjustable Quality Settings
- Proficient in integrating Textures, Animation, Meshes, and Environment Lighting for immersive gameplay
- Experience with Post Processing Effects, Camera Angles (including Cinemachine Camera), and Audio Integration
- Strong background in working with Collision Systems, Game Physics, Shader Graphs, Particle Systems, and other core game development elements
- Successfully integrated APIs into games for seamless data exchange, both sending and retrieving
- Proficient in Unity Addressable for efficient asset management
- Experience in integrating multiplayer functionality using Photon PUN 2 / Fusion for engaging multiplayer games
- Proficient in using Version Control Systems such as Git to manage source code efficiently
- Implement robust and non-cohesive code for scalable and flexible solutions
- Coordinate effectively with Interaction Designers, Graphic Artists, Animators, Audio Engineers, and other team members to design and implement cohesive and high-quality solutions
- Experience in integrating Unity NavMesh for efficient pathfinding and navigation within games

### ABHIWAN TECHNOLOGY PVT. LTD. | GAME DEVELOPER

Delhi (On-Site) | Nov 2021 – Aug 2022

- Extensive experience in game development for various platforms : WebGL, Windows, Android, and iOS
- Successfully integrated APIs into games for seamless data exchange, both sending and retrieving
- Creating SDK plugins for Audio Ads in game
- Proficient in integrating Textures, Animation, Meshes, and Environment Lighting for immersive gameplay
- Experience in integrating multiplayer functionality using Photon PUN 2 for engaging multiplayer games
- Proficient in using Version Control Systems such as Git to manage source code efficiently
- Integrating Unity & Google Ads in games
- Integrating In-App Purchase in games

### BOOBOO GAMES PVT. LTD. | GAME DEVELOPER

Ahmedabad (On-Site) | Apr 2021 – Oct 2021

- Experience with Windows & Android Platform Game Development
- Integrating textures, animation, meshes, environment lighting, post processing effects, setting camera angles, optimization, audio integration etc.

### FREELANCING | FRONTEND DEVELOPER

Lucknow (Remote) | May 2020 – Apr 2021

- Proficient in writing clean, semantic HTML5 code for building the structure of web pages
- Experienced in creating accessible and SEO-friendly HTML markup
- Capable of implementing responsive design techniques to ensure optimal viewing experiences across various devices
- Familiarity with the latest HTML specifications and best practices
- Expertise in crafting stylish and modern user interfaces using CSS
- Demonstrated ability to create responsive and mobile-friendly designs through media queries
- Proficient in CSS pre-processors such as Sass, enhancing maintainability and scalability of stylesheets

## SKILL

GAMING DESIGN PATTERNS	Singleton, MVC, Observer, State Machine, Command, Component, Flyweight Strategy, Factory, Decorator
PROGRAMMING LANGUAGES	C, C#, Java, HTML5, SQL, CSS
SOFTWARE SKILLS	Unity3D, Wondershare Filmora 9, Adobe Photoshop 7.0, CorelDrawX7
VERSION CONTROL SYSTEMS	Git

## PROJECTS

### H2O | UNITY3D, UNITY SHADERS, PHOTON FUSION, UNITY ADDRESSABLES, UNITY NAVMESH

<https://h2o.fabwelt.com/>

Boat racing Play-to-Earn game using WELT tokens. - Implemented token-based reward systems for competitive racing. - Created bots for a free race mode to enhance player engagement. - Integrated Photon Fusion for seamless multiplayer functionality. - Utilized Unity Addressables for players to download additional maps.

### KART RACING (REFERENCE : MARIO KART 8 DELUXE) | UNITY3D, C#, PHOTON FUSION, UNITY NAVMESH

3D Kart Racing Play-to-Earn game using crypto tokens. - Implemented token-based reward systems for competitive racing. - Created bots for a free race mode to enhance player engagement. - Integrated Photon Fusion for seamless multiplayer functionality. - Utilized Unity Addressables for players to download additional maps.

### LUDOWORLD 3D | UNITY3D, C#, MULTIPLAYER, PHOTON PUN2

<https://www.fabwelt.com/>

3D Ludo Play-to-Earn game using WELT tokens with realistic graphics and animations - Implemented multiplayer functionality using Photon PUN2 for online play. - Designed an intuitive user interface for a smooth gaming experience.

### MONOWELT 3D | UNITY3D, C#, PHOTON PUN2

<https://www.fabwelt.com/>

3D Monopoly Play-to-Earn game using WELT tokens with realistic graphics and animations - Implemented multiplayer functionality using Photon PUN2 for online play. - Designed an intuitive user interface for a smooth gaming experience.

## EDUCATION

**SHRI RAMSWAROOP MEMORIAL COLLEGE OF ENGINEERING & MANAGEMENT | MASTER OF COMPUTER APPLICATIONS (MCA) COMPUTER APPLICATIONS**  
Lucknow, Uttar Pradesh | 2017 - 2020  
GPA: 7.0

**SHUATS-DDU | BACHELOR OF COMPUTER APPLICATIONS (BCA) COMPUTER APPLICATIONS**  
Prayagraj, Uttar Pradesh | 2014 - 2017  
GPA: 7.73

## AWARDS & CERTIFICATES

**SUCCESSFULLY PITCHED INNOVATIVE IDEA TO THE ZONAL LEVEL AT ' HUNAR 2.0 - IN SEARCH OF GEN Y ENTREPRENEURS ' IFEEL & JARO EDUCATION | 2018**

**OBTAINED FIRST PRIZE FOR INNOVATIVE IDEA IN AGRICULTURE WITH IOT IN ENTREPRENEURIAL EVENT SHRI RAMSWAROOP MEMORIAL UNIVERSITY, LUCKNOW | 2018**

**CERTIFICATE FOR COMPLETION OF C TRAINING INDIAN INSTITUTE OF TECHNOLOGY, BOMBAY | APR 2018**

**CERTIFICATE FOR COMPLETION OF LINUX TRAINING INDIAN INSTITUTE OF TECHNOLOGY, BOMBAY | DEC 2017**