

Tushar Jain

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PERSONAL STATEMENT

Highly motivated and talented game developer with a strong passion for creating immersive gaming experiences. My name is Tushar Jain, and I have graduated with a BCA specializing in game development. With a solid foundation in game development principles, programming languages, and design tools, I am eager to apply my skills and expand my knowledge in a professional setting. I am confident that my technical expertise, creative mindset, and strong work ethic make me a valuable asset to any game development team. I look forward to the opportunity to contribute my skills and passion to a dynamic and innovative company.

PROJECTS

2023

My First Game

"Flappy Bat" is a 2D platformer where you control a bat character who must navigate through a series of pipes to survive. The game has a retro, pixelated art style and features simple yet challenging gameplay mechanics. The player must use the space key to control the bat's movements while avoiding obstacles. The game is an endless runner type, the player must navigate through a series of pipes, each with their own unique layout and challenges. The pipes are randomly generated, providing a different experience each time the player plays the game.

One of the main objectives of the game is to survive for as long as possible along the way.

- Video Link - <https://youtu.be/pqQ4QOnU45Y?si=0-ynb8iGUHMdI80Q>

2023

Fremo

- Collaborated with the team at Fremo, a small business, to create designs and visuals for various projects.

- Developed creative solutions to meet client requirements and enhance brand identity.

- Utilized software tools like Photoshop, Aseprite, and other design applications to create high-quality designs.

- Page - <https://www.instagram.com/fremo.co.in/>

2022

Globant Game Jam

The Theme Of the Game Jam Was "Dice". For this theme, we made a game named "Cocaine Overdose" where the players compete to clear a level filled with enemies. The bullet he gets are limited and random which is decided by rolling dices at the beginning of the level. I did the coding for bullet behaviour and UI for game and pause scene. Unfortunately, we did not qualify due to our lack of proper time management.

- We were appreciated from the judges for the hard work and game idea and recieved a participation certificate.

2022

Seamedu Game Jam

The Theme of the Game Jam Was "One Life". For This Theme, We made a 2D platformer Game Name "Flex" with Fluid Combat System, Level Progression and interactive UI.

In this game Jam, I made level design and sprite animation for the game.

- We received a participation certificate and learnt a lot about team management.
- Video Link - <https://youtu.be/pqQ4QOnU45Y?si=0-ynb8iGUHMdI80Q>

2024

Seamedu Game Awards

Created "BatSang", a 3D action game inspired by "Johny Trigger," featuring Batman battling criminals at night. With immersive 3D models for parkour and line renderers for shooting, the game also includes slow-motion effects during parkour sequences. Despite completing only four levels by the deadline, "BatSang" highlights my dedication and innovation in 3D game development.

- Video Link - <https://youtu.be/pqQ4QOnU45Y?si=0-ynb8iGUHMdI80Q>

2024

Final Year Project

Tanks is a captivating action game crafted with Unity Engine, where players assume control of powerful tanks in heart-pounding battles. Set in dynamic arenas fraught with obstacles and challenges, players strategize and employ precise aims to overcome opponents and emerge triumphant. Boasting intuitive controls and fast-paced gameplay, Tanks delivers an immersive arcade-style experience suitable for players of diverse skill levels. Engage in exhilarating tank warfare, dominate the battlefield, and showcase your prowess in this timeless gaming classic.

Video Link - <https://youtu.be/EgRhql5YwVA>

EDUCATION

2021-2024

BCA(Game Development)
Seamedu School of pro-expressionism

EXPERIENCE

2023-PRESENT

CodingKraft. Pune, Maharashtra - Unity Game Geveloper

- As a game developer, I've honed my skills in scripting, AI design, and optimization. My role involved creating quests, developing spawners, and utilizing object pooling for enhanced performance.
- I also contributed to UI development, including mini-maps and other interfaces, and worked on enemy AI development and memory optimization.
- Additionally, I collaborated with third-party assets like GKC and Emerald AI to elevate the game's overall functionality.

SKILLS & EXPERTISE

SOFTWARE	Unity	C++	JavaScript
	C#	HTML & CSS	SQL
	Unreal	GitHub	Microsoft Office
	Adobe Photoshop	Data Structures	Microsoft Excel
	Adobe Illustrator	Microsoft Word	Aseprite
SOFT SKILLS	Brainstorming	Team leadership	
	Prototyping	Technical know-how	
LANGUAGES	English	Hindi	
	Japanese	Marathi	