

UTKARSH SHUKLA

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Summary

Innovative Game Developer with two years of experience in devising engaging gameplay concepts and design elements while working with colleagues to drive creativity. Talented in developing prototypes and finalized content in line with guidelines and expectations. Organized in consistently producing high-quality design work in fast-paced, results-oriented environments.

Skills

- UNITY 3D
- C# PROGRAMMING
- Game Design
- Data Structure
- Database Management
- Unreal Engine
- Blender

Experience

07/2023 - Current

Associate Game Developer, **Vite Game Studios Private Limited**, Lucknow, IN

- Developed game mechanics and core gameplay features for multiple mobile games.
- Researched new technologies related to gaming development and implemented them into existing projects.

06/2022 - 07/2023

Unity Game Developer, **Digicoders Technologies Private Limited**, Lucknow, IN

- Developed C# scripts to create game logic and mechanics in Unity.
- Created 3D models, textures, and animations for use within the game environment.

02/2022 - 06/2022

Game Developer Intern, **Team Fun Private Limited**, Bangalore, IN

- Tested and debugged code to ensure functionality met design requirements.

08/2021 - 11/2021

Game Developer Intern, **Vite Game Studios Private Limited**, Lucknow, India

- Collaborated with other developers on game architecture, network protocols and optimization techniques.
- Optimized graphics performance of 3D assets to meet platform specifications.

Education And Training

06/2023

Bachelor Of Technology, Computer Science And Engineering
Dr. APJ Abdul Kalam Technical University, Lucknow

04/2019

XII Standard
Green Field Academy, Lakhimpur Kheri

04/2017
X Standard
Green Field Academy, Sitapur

Languages

English: First Language

English:  C1
Advanced

Hindi:  C1
Advanced

Profiles

- <https://www.linkedin.com/in/utkarsh-shukla-b615191a0>
- <https://github.com/ushukla3727>