

UTKARSH SHUKLA

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■ LinkedIn | Portfolio | GeeksforGeeks

PROFESSIONAL SUMMARY

Innovative and detail-oriented Game Developer with 3+ years of experience in designing, developing, and optimizing engaging gameplay experiences for mobile, PC, and console platforms. Proficient in Unity 3D, Unreal Engine, and C#, with expertise in game mechanics, prototyping, and performance optimization. Strong collaborator with proven ability to meet tight deadlines in fast-paced environments.

CORE SKILLS

Game Engines: Unity 3D, Unreal Engine 5 Programming: C#, C++, Blueprint Scripting, Data Structures & Algorithms Design Tools: Blender, Photoshop, Figma Game Development: Gameplay Mechanics, UI/UX, Animation Integration, Level Design, Multiplayer Systems Database: MySQL, SQLite Other Skills: Git, Version Control, Optimization, Debugging, AI Integration in Games

PROFESSIONAL EXPERIENCE

Associate Game Developer – Websultanate Software Technologies, Lucknow, IN (Apr 2024 – Present)

Designing and developing 3D/2D game projects for mobile and desktop platforms using Unity 3D and C#. Integrating multiplayer functionalities and optimizing asset performance for cross-platform deployment. Collaborating with UI/UX designers to implement responsive game interfaces. Implementing and maintaining database connections for player data storage and retrieval.

Associate Game Developer – Vite Game Studios Private Limited, Lucknow, IN (Jul 2023 – Mar 2024)

Developed and maintained gameplay features for mobile games using Unity and C#. Researched and implemented new technologies to enhance player experience. Created 3D models, animations, and textures using Blender and integrated them into projects. Debugged and optimized game performance for Android and iOS platforms.

Unity Game Developer – Dicoders Technologies Private Limited, Lucknow, IN (Jun 2022 – Jul 2023)

Created core gameplay mechanics, player controls, and UI systems in Unity. Worked closely with the QA team to identify and fix bugs. Optimized scenes and assets for smooth gameplay across devices.

Game Developer Intern – Team Fun Private Limited, Bangalore, IN (Feb 2022 – Jun 2022)

Assisted in level design and asset integration. Developed scripts for NPC behavior and mini-games.

Game Developer Intern – Vite Game Studios Private Limited, Lucknow, IN (Aug 2021 – Nov 2021)

Created and tested prototype gameplay systems. Worked on small-scale features and performance enhancements.

EDUCATION

- B.Tech – Computer Science & Engineering (2023), Dr. A.P.J. Abdul Kalam Technical University, Lucknow, IN
- XII Standard – Green Field Academy, Lakhimpur Kheri, IN (2019)
- X Standard – Green Field Academy, Sitapur, IN (2017)

LANGUAGES

- English – Advanced (C1)
- Hindi – Advanced (C1)

ACHIEVEMENTS

- Developed and launched multiple games with over 10,000+ combined downloads.
- Successfully optimized mobile games to achieve 30% performance improvement.
- Built an Unreal Engine plugin to persist in-game changes post-play mode.

HOBBIES & INTERESTS

- Gaming & Game Modding | ■ 3D Modeling | ■ Reading Tech Blogs | ■ AI in Games | ■ Cycling