

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 – Digicoders 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