

Summary

Innovative and detail-oriented **Software Developer** with 3+ years of experience in designing immersive gameplay systems and interactive experiences. Skilled in transforming creative concepts into high-quality prototypes and polished Web content using **Unity, Unreal Engine, and immersive technologies (XR, ROS, Body Tracking)**. Adept at blending technical precision with artistic vision to deliver engaging player experiences. Known for strong collaboration, problem-solving, and the ability to thrive in fast-paced, results-driven environments.

Skills

UNITY 3D	C# PROGRAMMING.	Data Structure	Game Design	Data Structure
Unreal Engine 5	Blender	ROS / ROS2 Integration	ZED SDK (Body Tracking & Depth Sensing)	
Python (for Robotics & AI)		OpenXR / AR Foundation		Mixed Reality Toolkit (MRTK)
AI-based Pose & Gesture Recognition		Sensor Fusion (ZED + IMU + Camera)		3D Interaction Design
Event-Driven Architecture				

Experience

Game Developer	Apr '24 - Present
Websultanate Software Technologies Private Limited	Lucknow, India
<ul style="list-style-type: none">Developed immersive XR-based gameplay systems in Unity and Unreal Engine, integrating AR/VR features for interactive experiences.Implemented real-time body tracking and motion capture using ZED SDK, enabling accurate player movement and gesture-based interactions.Integrated ROS / ROS2 communication with Unity for robotic simulation and sensor data visualization in 3D environments.Designed and optimized gameplay mechanics, interaction systems, and UI/UX for virtual and mixed reality projects.	
Associate Game Developer	Jul '23 - Mar '24
Vite Game Studios Private Limited	Lucknow, IN
<ul style="list-style-type: none">Developed core gameplay systems, mechanics, and interactive features for multiple mobile and immersive games using Unity 3D and Unreal Engine.Researched, tested, and integrated emerging technologies such as ZED SDK (body tracking) and ROS–Unity Bridgeto to enhance gameplay realism and player interaction.Optimized performance, physics, and UI transitions to ensure seamless experiences across mobile and XR platforms.Collaborated with designers and artists to create engaging storylines, level flow, and player feedback loops for narrative-based titles.	
Unity Game Developer	Jun '22 - Jul '23
Digicoders Technologies Private Limited	Lucknow, IN
<ul style="list-style-type: none">Developed C# scripts to create game logic and mechanics in Unity.Created 3D models, textures, and animations for use within the game environment.	
Game Developer Intern	Feb '22 - Jun '22
Team Fun Private Limited	Banglore, IN
<ul style="list-style-type: none">Tested and debugged code to ensure functionality met design requirements.	

Education And Training

Bachelor Of Technology, Computer Science And Engineering	Jun '23
Dr. APJ Abdul Kalam Technical University	Lucknow
XII Standard	Apr '19
Green Field Academy	Lakhimpur Kheri
X Standard	Apr '17
Green Field Academy	Sitapur

Languages

English

Hindi

PROJECTS

Energy Storage Game

Unity 3D | ZED SDK | Body Tracking | Immersive Tech

Developed an immersive gameplay system where the player's real-world body movement is tracked using the ZED camera to control an in-game battery avatar. The avatar mirrors user motions in real-time, enabling interactive energy collection and restoration mechanics through pose-based actions.

My Game Life

Unity 3D | Narrative Design | Gameplay Systems | UI/UX

Designed and developed a story-based interactive simulation inspired by "Love Island." Focused on emotional storytelling, dynamic dialogues, and player-driven choices. Successfully launched with strong engagement and positive user feedback, emphasizing narrative depth and replayability.

King Crush An

Unity 3D | Match-3 Mechanics | Level Design | Monetization Systems

Created a Royal Match-style casual puzzle game featuring progressive levels, power-ups, and visually rich environments. Designed core gameplay loops and optimized UI transitions for a smooth and addictive player experience.

Profiles And Portfolio

- <https://www.linkedin.com/in/utkarsh-shukla-b615191a0>
- <https://ushukla3727.github.io/PortFolio/>
- <https://auth.geeksforgeeks.org/user/utkarshshukla92934>