

Pradeep Sharma

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SUMMARY

Game Developer with proficiency in Unity, C# and 2D/3D gameplay system, with experience in game mechanics, physics simulation, and asset optimization. Skilled in designing immersive environment and responsive controls, eager to apply creativity and technical expertise to develop engaging, high-performance games.

EDUCATION

Poornima Institute of Engineering and Technology
B.Tech – 9.6 CGPA

Jaipur, RAJ, India
2023 –Present

EXPERIENCE

Skyball Studio | Game Developer

Jaipur, India | Sep 2025 - Jan 2025

- Core developer in an early-stage startup creating innovative 2D/3D games.
- Designing gameplay systems, player mechanics, and interactive environments in Unity (C#), ensuring smooth asset integration and polished user experience.

Central Detective Training Institute (CDTI) |3D VR Freelance

Jaipur, India | Mar 2025 - Sep 2025

- Creating a government VR training simulation of a training facility using Unity and Blender.
- Managing 3D modeling, texturing, and basic animations, while collaborating with team members to ensure seamless integration of assets into the VR environment.

SKS Technologies |Game Development Intern

Jaipur, India | Jun 2025 – Aug 2025

- Worked on Unity 2D/3D games, implementing player controls, AI, and UI systems.
- Assisted in debugging, asset integration, and performance optimization for a smooth gameplay experience.

PROJECTS

Color Swap- 3D Indian theme based Game

Tech Stack: Unity, C#, Prefab System, Particle System

- Designed and developed an Indian festival-inspired 3D color-based game featuring smooth controls, dynamic transitions, and vibrant cultural elements.
- Implemented interactive color mechanics, responsive player movement, particle effects, and festive visuals to deliver an engaging and visually appealing gameplay experience.

DangerDash- 2D Platformer Game

Tech Stack: Unity, Tilemap System, Animator Controller, 2D Physics

- Built a side-scrolling 2D platformer using Unity's Rigidbody2D and custom tile maps, focusing on precision movement and collision detection.
- Integrated animated characters, jump mechanics, collectible items, and level progression systems to create an engaging and fun gameplay experience.

ZombieLand- 3D Horror Survival Game

Tech Stack: Unity, AI NavMesh, Blend Trees, Cinemachine, Particle System

- Engineered a 3D zombie survival game featuring dynamic enemy spawning, player shooting mechanics, and immersive environmental effects.
- Implemented a complete health and scoring system, weapon firing mechanics, and camera transitions using Cinemachine for cinematic gameplay immersion.

SKILLS

- Languages: C#, C++, JavaScript
- Game Development: Unity, 2D/3D Game Design, Animation, AI System.
- Tools: Git, Blender, Visual Studio, Photoshop.

CERTIFICATIONS/ACHIEVEMENTS

- NPTEL: Programming in Modern C++.
- Udemy: The Modern JavaScript.
- Udemy: C# Programming for Unity Game Development.
- Gold Medal in Academics: Awarded for being the College Topper of the Year.