

# UTKARSH SHARAN

## Game Developer

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🐙 [GitHub](#)

🌐 [LinkedIn](#)

🌐 [Portfolio](#)

### Profile

Passionate Game Developer with 1 year of experience in Unity Engine. Proficient in C#, C++ and C with a good understanding of Object-Oriented Programming and Data Structures & Algorithms.

### Skills

- **Languages** : C#, C++, C
- **Tech Stack** : Unity Engine, Simple and Fast Multimedia Library (SFML)
- **Version Control** : Git and GitHub, Plastic SCM
- **Graphic Tools** : Krita Graphics Editing Software

### Projects

Sword Fight	(Unity)	(GitHub)	(Video)
<ul style="list-style-type: none"><li>• Developed a <b>3D action-adventure game</b> with smooth character controls and AI-driven enemy behavior.</li><li>• Implemented a <b>generic state machine</b> using the State Pattern to manage dynamic player and enemy states.</li><li>• Leveraged <b>Scriptable Objects</b> and <b>NavMesh</b> for flexible game data configuration and enemy pathfinding.</li><li>• Applied multiple design patterns including <b>MVC</b>, <b>Observer</b>, and <b>Dependency Injection</b> to ensure scalable and maintainable code.</li></ul>			
Angry Birds Clone	(Unity)	(GitHub)	(Play) (Video)
<ul style="list-style-type: none"><li>• Developed an Angry Birds-inspired physics game, for both PC and mobile with the <b>New Input System</b>.</li><li>• Implemented a slingshot mechanic with elastic recoil using <b>Line Renderers</b> and <b>Animation Curves</b>.</li><li>• Integrated <b>Cinemachine</b> for dynamic camera tracking to enhance gameplay experience.</li><li>• Applied <b>MVC</b> architecture, <b>Service Locator</b>, and <b>Dependency Injection</b> to ensuring modularity and scalability.</li></ul>			
Chest System	(Unity)	(GitHub)	(Play) (Video)
<ul style="list-style-type: none"><li>• Implemented a Chest System using <b>MVC</b>, <b>Service Locator</b>, and <b>State Pattern</b> for managing chest behaviors.</li><li>• Designed a reward system with multiple chest types, in-game currency, and gem-based unlocking mechanics.</li><li>• Integrated a <b>timer-based unlocking mechanism</b> to unlock chests over time or instantly using gems.</li><li>• Ensured scalability and maintainability by leveraging <b>Scriptable Objects</b> for various chest and popup types.</li></ul>			
Inventory and Shop System	(Unity)	(GitHub)	(Play) (Video)
<ul style="list-style-type: none"><li>• Developed an Inventory &amp; Shop System featuring resource gathering, item management, and shop interactions.</li><li>• Added mechanics like inventory <b>weight restrictions</b>, <b>hover-based item descriptions</b>, and <b>item selling/buying</b>.</li><li>• Utilized <b>Dependency Injection</b> and <b>Scriptable Objects</b> to enhance code flexibility and data management.</li><li>• Implemented <b>MVC architecture</b> for scalability and clear separation of concerns across systems.</li></ul>			
Powerup Mania	(Unity)	(GitHub)	(Play) (Video)
<ul style="list-style-type: none"><li>• Developed a 2D action game in Unity, featuring strategic gameplay with <b>5 unique powerups</b>.</li><li>• Implemented a <b>Time Rewind</b> mechanic that allows players to reverse up to 10 seconds of gameplay.</li><li>• Created complex interactions, including destroyable powerups and enemies with specialized behaviors.</li><li>• Designed some palettes, a button, a spaceship and a projectile with Krita Graphics Editing Software.</li></ul>			

### Education

Outscal	2024 - 2025
Full Stack Game Development	
Bhilai Institute of Technology, Durg	2019 - 2023
Bachelor of Technology (B.Tech) in Information Technology	8.31 CGPA