

AKASH SHARMA

Game Developer

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SUMMARY

Game Developer with hands-on experience in Unity, Roblox Studio, and UEFN, specializing in gameplay programming, multiplayer systems, and interactive experiences. Experienced in developing scalable game features, optimizing performance, and collaborating on large-scale projects.

EXPERIENCE

Game Developer / Roblox Developer

PropVR (Sqaure Yards)

📅 06/2026 - Present 📍 Bangalore, India

PropVR (A Square Yards Company) specializing in immersive virtual experiences, real estate visualization, and interactive technology solutions.

- Developing large-scale Roblox experiences using Roblox Studio, Lua, and multiplayer game systems.
- Contributing to KAFD Funland (Saudi Arabia), an interactive entertainment project featuring engaging gameplay experiences.
- Building gameplay mechanics, UI systems, and player interaction features.
- Implementing client-server communication, game logic, and optimized scripting solutions.
- Working with UEFN to create immersive interactive experiences and prototype new gameplay concepts.
- Collaborating with designers, artists, and developers in an agile production environment.

Game Developer Intern

Rigel Edutech

📅 03/2026 - 06/2026 📍 Remote

EdTech company specializing in interactive learning solutions and game development projects.

- Developed 3+ interactive 2D and 3D game prototypes using Unity, C#, and Roblox Studio.
- Developed 3+ interactive 2D and 3D game prototypes using Unity, C#, and Roblox Studio.
- Implemented gameplay mechanics, player controls, physics systems, UI integration, and level progression features.
- Optimized mobile gameplay performance, scoring logic, and overall user experience across multiple builds.

PROJECTS

Tilevania Three2D (Web)

🔗 [akashshaxma.itch.io/tilevania-three](#)

3-level 2D Unity platformer featuring Tilemap design, player combat, enemy AI, hazards, collectibles, and persistent gameplay systems.

- Gained hands-on experience in Unity Tilemap workflow, C# scripting, and 2D platformer game architecture.
- Implemented scene persistence, coin collection tracking, enemy state saving, audio integration, and game session management.
- Strengthened debugging, WebGL deployment, GitHub version control, and itch.io game publishing skills.

STRENGTHS

AI-Assisted Development

Skilled in utilizing GenAI tools to enhance productivity, accelerate development, and streamline workflows.

Game Development

Advanced knowledge in game development tools and methodologies

Visual & UI Design

Proficient in graphics design using various software

SKILLS

Development Tools

Unity, Roblox, UEFN, GenAI

Programming Languages

C#, Lua, Javascript, HTML

Design & Creative Tools

Adobe Photoshop, Illustrator, CorelDraw, Premiere Pro

Version Controls

Git, GitHub

LANGUAGES

English	Advanced
Hindi	Fluent
Marathi	Intermediate

CERTIFICATIONS

Roblox Game Design Workshop

Unity Game Development Course – Udemy

Comprehensive training in 2D & 3D game development, C# scripting, physics systems, UI design, and gameplay optimization

PROJECTS

Roblox Obby

🔗 <https://akashshaxma.itch.io/roblox-obby-platformer>

Built a functional Roblox Obby game with custom terrain, checkpoints, timed gameplay, scripted obstacles, and completion effects.

- Gained hands-on experience with Roblox Studio and terrain design.
- Improved Lua scripting skills for checkpoints, respawn, and obstacle mechanics.
- Learned to build UI timers, sound effects, and particle-based win effects.
- Strengthened debugging and gameplay logic implementation.
- Enhanced understanding of level design and player progression.

Neon Rush 3D (Android)

🔗 <https://akashshaxma.itch.io/neon-rush-3d>

Built a 3D endless runner game in Unity with obstacle mechanics, coin collection, PlayFab leaderboard, and AdMob ad integration for Android deployment.

- Developed and deployed a complete mobile game independently.
- Strengthened Unity, C#, backend integration, and optimization skills.
- Implemented real-world monetization and leaderboard systems.

Snow Surfer 2D (Web)

🔗 <https://akashshaxma.itch.io/snow-surfer-2d>

Created a 2D physics-based Unity snowboarding game with scoring, power-ups, audio feedback, and smooth player controls.

- Developed and deployed a 2D Unity WebGL snowboarding game with smooth controls and physics-based movement.
- Implemented flip-based scoring, speed/torque power-ups, particle effects, dynamic audio, and character selection.
- Strengthened practical skills in C# scripting, Scriptable Objects, debugging, GitHub, and Netlify deployment.

EDUCATION

Bachelor of Science in Information Technology (BSc IT)

Reena Mehta College

📅 06/2023 - 04/2026

Higher Secondary Education (12th Grade)

Late Shri Vishnu Waman Thakur Charitable Trust

📅 06/2021 - 06/2023

Secondary Education (10th Grade)

Morning Star English High School

📅 06/2020 - 06/2021