

Saurav Sharma

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Key Skills

C

C++

C#

Python

AI + LLMs

Unreal Engine 5

Unity

Flutter/Dart

Mobile Application

Figma

HTML, CSS, Javascript

Object-Oriented methodologies

Photoshop/Video Editing (FCP)

Fast learner

Project Management

Excellent verbal and written

communication

Productive

UX/UI principles

Git

Recent qualifications

Harvard University CS50x

Computer Science (online course)(2022) Certificate

Unreal Engine 5 C++

Developer (Udemy in collaboration with Epic Games)(2022)

Game Development

Bootcamp (Playback Studio) Certificate

Summary

Motivated, proactive and **detail-oriented** game developer with an engineering degree and a solid foundation in software engineering and **UI** principles. Experienced in **gameplay programming**, with proficiency in languages such as **C++**, **C#** and **Python**. Completed comprehensive programming courses, enhancing knowledge in algorithms, data structures, and game engines. Eager to apply technical skills and **problem-solving** abilities to **creative** and engaging video games. Adept at **collaborating** in team environments and **enthusiastic** for continued **learning** and professional development to meet my **ambitions**.

Experience

January 2024 - May 2024

Gameplay Software Engineer Intern • Nerd Monkeys

- Excellent **critical thinking** and **complex problem-solving** ability when presented with challenging **C#** scripting tasks showing **tenacity** and learning from mistakes.
- **Curiosity** and **initiative** led to successful **debugging** and expanding on **existing** code.
- **Tested** and **improved** gameplay features for **quality control**, in **Unity**.
- Improved **teamwork** ability by brainstorming with others how to implement **game design** ideas into code/**gameplay** mechanics.

February 2023 - March 2024

Founder/Developer/Designer • Bloqi

- Social platform bringing a Twitter-like experience to the TikTok generation in university (mobile app).
- Managed the **product development** process from design to iOS/Android beta testing, showcasing strong **team spirit** and **project management** skills.
- **Designed** the **UI** using Figma. Translating this into functional front-end solutions using **Flutter** with engaging **user experiences**, intuitive interfaces and **attention to detail** whilst **working efficiently under pressure**.
- Built **front-end** app infrastructure using **GetX** state-management, and later **optimisation** by refactoring to **BloC**.
- Iterated **rapidly** on product and associated media enabled progression through multiple stages of King's College's Idea Factory Incubator and sustained interest in potential investors at the finals, achieved through sheer **drive** and **determination**.

November 2022 - January 2023

Unreal Engine 5 games • Udemy Course

- Various games created using Unreal Engine 5, honing skills in **C++** and various gameplay related **algorithms**.
- Demonstrated expertise in **Object-Oriented Programming** and **3D mathematics**.

September 2021 - March 2022

Digital Marketer • Abacus Wills and Trusts Global

- Selected by the CEO out of 10 digital marketers to work as temporary digital **marketing manager** showcasing my **reliability**, **organisational skills** and **support** of others.
- Led successful marketing campaigns by utilising a **business** mind-set, maintaining excellent **communication** and working **collaboratively** in a team.
- Re-invigorated the company marketing — brainstorming marketing ideas, designing high quality marketing assets, writing email newsletters.

Education

University of Portsmouth — Petroleum Engineering BEng (Hons)