

Shikhar Kumar Chaudhary

Game Developer

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[LinkedIn](#)

[GitHub](#)

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[Portfolio](#)



Skills

- **Languages:** : C# , C++ (Intermediate) and Javascript(Beginner).
- **GameEngine:** : Unity3D, Cocos Creator, Unreal Engine (Beginner).
- **SourceControl:** : Sourcetree, Git.
- **ARSDK(s):** : Vuforia (Intermediate), ARCore (Beginner).
- **DesignPatterns/Principles** : MVC, Singleton, Observer, State Machine.



Education

Degree	Discipline/Board	Institute/School	Passing Year	Percent/CGPA
B.Tech	Electronics & Communication Engineering	Madan Mohan Malaviya University of Technology, Gorakhpur	2018	59% / 5.9
Intermediate	Uttar Pradesh Board	MGM Inter College, Lucknow	2013	83.2%
High School	Uttar Pradesh Board	MGM Inter College, Lucknow	2011	78%



Work Experience

Highlighted Projects:

All Star Cricket and Cricket Star Pro (Deftouch Interactive Art Pvt. Ltd. (All Star Games)) — *Top Downloaded Titles*

- Successfully contributed to two of the most downloaded cricket games on the Play Store.
- Took ownership of new gameplay mechanics implementation, new feature implementation, gameplay improvements, UI enhancements, and ad integrations.
- Applied clean architecture using MVC, Singleton, and Observer patterns.
- Both games have 1M+ downloads.

[All Star Cricket](#) | [Cricket Star Pro](#)

- **Sr. Unity Developer:** (XPress gaming) (Oct 2024– till)

Colorful Game: ([Video](#)) Responsible for creating the whole game from scratch, a color-mixing game.

Client's Games: Created mini games for the client's web platform.

Capybara Run: A Runner game similar to Subway Surfers, with Capybara as a character.

Little Singham Run: (Client's game): A Runner game similar to Subway Surfers, with Singham as a character.

- **Sr. Unity Developer:** (Adorta Technologies) (Sep 2021 – Sep 2024)

AR Book : ([Video](#)) Responsible for creating a complete app from scratch. Vuforia SDK is used for marker-based AR.

Parallel word : ([Video](#)) Responsible for creating a very basic meta place to connect with your friends in real-time. Made with Web-socket Node.js online server.

Squid Game : ([Video](#)) Responsible for creating a complete game from scratch, including game mechanics and player input controls. Characters are downloaded with a free-to-use license.

Quest Hologram: Fruits & Veggies : ([Video](#)) Responsible for making Firebase mobile OTP authentication, loading the AR models data from the cloud through asset bundles, and saving in local storage Once, integrating Vuforia SDK and implementing a marker-based AR experience.

- **Jr. Unity Developer** (Deftouch Interactive Art Pvt. Ltd. (All Star Games)) (Dec 2020 – Aug 2021)

Developed Games like:

All Star Cricket:([Play Store](#)) Responsible for Integrating third party plugins, In game ads and game world ads.Enhanced gameplay features to make user experience better, made UI related changes.

Pattern Used: MVC, Singleton, Observer.

Cricket Star Pro:([PlayStore](#)) Responsible for creating UI changes, changed gameplay behavior.

Pattern Used: MVC, Singleton, Observer.

Golf Star:Responsible for creating ball physics, ball aim mechanics, arena development.

Pattern Used: Singleton, Observer.

- **Unity Game Developer**(OutscalPvt.Ltd.) (Mar 2020 – Dec 2020)

Developed Games like:

Battle-TankGame:([Github](#))Responsible for creating tank movement, simple tank AI with State Machine, Bullet and Tank generationusing Object Pooling, Camera System, Achievement System.

Pattern Used: MVC, Singleton, Observer, State Machine.

2D Platformer Game:([Github](#))Responsible for creating player controls, simple enemy Ai, collectible system, 2D Level creation using Tilemaps.

Pattern Used: Singleton. Engine: Unity 3d.

Snake Game: ([Github](#))Responsible for creating snake movement controls and complete game flow.

Pattern Used: Singleton. Engine: Unity 3d.

- **Jr. Game Developer**(Gamix Labs) (May 2019 – Feb 2020)

Developed Games like:

WordGame:Responsible for creating game logics and levels creation.

Engine: Unity 3d.

Quiz BombGame:Responsible for creating frontend UI and game play.

Engine: Cocos Creator.

Pool PrizeGame:Responsible for creating frontend UI and game play.

Engine: Cocos Creator.

- **Unity Developer AR/VR Intern**(1byZeroLabs)(Jun 2018 – Dec 2018)

VR Lab :Responsible for creating the mechanical lab with machines

AR Seminar : Took 2 days Unity Augmented Reality workshop in IIT Guwahati.

</> Hobby Projects

- **Vampire Survivors:** ([Github](#))([Video](#)) A 2d Survival game similar to “Vampire Survivors”.
- **Space Shooter 2D:** ([Github](#))([Video](#)) A 2d project similar to Atari’s Space Shooter using MVC design pattern.
- **Trampoline Jump 3D:** ([Video](#))A jumping game, in which you have to jump on trampolines.
- **Infinite Runner :**([Github](#))([Video](#))An infinite runner game based on concept of subway surfers.
- **Block Kar:** ([Video](#)) A simple 2D game, based on 2d physics. We have to keep the ball trapped in the cage.
- **Flap Flap:**([Video](#))([Play Store](#)) An infinite bird game, based on concept of flappy bird. Made with **BuildBox**.
- **VR House Tour :** ([Video](#)) ([Play Store](#)) **360 House Tour** android VR app for google cardboard.