Manav Sharma

Technical Artist

CONTACT

- +91-7009541079
- life1162008@gmail.com
- lifehacker8.com
- Chandigarh, India

SKILLS

Skill	Rating
Unity Engine	★★★★☆
Blender	★★★★☆
Unreal Engine	★★★☆☆
Spine 2D	★★★★☆
Unity Ar/Vr	★★★★★
C#,C,C++	★★★★☆

HOBBIES

- Gaming
- Game Development
- Game Design
- Badminton
- Technophile
- 3D Modelling and Animation

PROFILE

Skilled technical artist with 6 months of experience in the gaming industry. Proficient in 3D modeling, asset creation, and Unity, C#. Adept at creating visually impressive and efficient game assets. Seeking a position to utilize my skills and experience to enhance the development of a gaming company.

EDUCATION

Bachelor of Engineering: Computer Science | Chitkara University, Rajpura
Aug 2019 - Aug 2023
Specialization in game design & development

COURSES

Complete C# Unity Game Developer 3D | Udemy

Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games | Udemy

Game Development for Modern Platforms | Coursera

EXPERIENCE

Technical Artist - Intern | Golive Games Studios Pvt. Ltd. ,Remote
Jul 2022 - Present

- Created sprite animations for multiple cat characters.
- Created animations for specific attacks and abilities for a 2d RPG game.
- Ensured the quality of 3d models to make them game ready.
- Made game-ready 3d assets for unity.

PROJECTS

Zombie Highway

- Drive through horrifying roads. Dodge zombies or smash them using weapons and find your way out.
- Amazing cars and gun choices.

Unknown Fate

- 3d Story Mode game made using Unity Engine
- Wake up in a mysterious place. Thrilling surroundings.
- Open World Low Poly Environment
- Outstanding abilities and weapons

Ball Tale 3d

- A 3d game made using Unity Engine.
- Control your ball, collect coins and win the level.
- Dodge Enemies or Die.
- Collect a certain number of coins in each level with increasing difficulty.

Ray Killer Mulitiplayer

- 2d multiplayer game made using Unity Engine and Photon Services.
- 2 Player game with an objective to kill enemies within a limited number of lives.
- Beat your high score by killing the maximum number of enemies in each try.