

Tushar Jain

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PERSONAL STATEMENT

I'm Tushar Jain, a game programmer with 2 years of experience and a BCA in game development. I specialize in Unity and also have hands-on experience with Unreal Engine. I've worked on multiple projects building gameplay systems, tools, and features with clean, efficient code. I'm a quick learner, a strong team player, and excited to keep growing as a developer while contributing to fun, high-quality games.

PROJECTS

2023

My First Game

"Flappy Bat" is a 2D platformer where you control a bat character who must navigate through a series of pipes to survive. The game has a retro, pixelated art style and features simple yet challenging gameplay mechanics. The player must use the space key to control the bat's movements while avoiding obstacles. The game is an endless runner type, the player must navigate through a series of pipes, each with their own unique layout and challenges. The pipes are randomly generated, providing a different experience each time the player plays the game.

One of the main objectives of the game is to survive for as long as possible along the way.

- Video Link - <https://youtu.be/pqQ4Q0nU45Y?si=0-ynb8iGUHMdI80Q>

2023

Fremo

- Collaborated with the team at Fremo, a small business, to create designs and visuals for various projects.

- Developed creative solutions to meet client requirements and enhance brand identity.

- Utilized software tools like Photoshop, Aseprite, and other design applications to create high-quality designs.

- Page - <https://www.instagram.com/fremo.co.in/>

2022

Globant Game Jam

The Theme Of the Game Jam Was "Dice". For this theme, we made a game named "Cocaine Overdose" where the players compete to clear a level filled with enemies. The bullet he gets are limited and random which is decided by rolling dices at the beginning of the level. I did the coding for bullet behaviour and UI for game and pause scene. Unfortunately, we did not qualify due to our lack of proper time management.

- We were appreciated from the judges for the hard work and game idea and recieved a participation certificate.

2022

Seamedu Game Jam

The Theme of the Game Jam Was "One Life". For This Theme, We made a 2D platformer Game Name "Flex" with Fluid Combat System, Level Progression and interactive UI.

In this game Jam, I made level design and sprite animation for the game.

- We received a participation certificate and learnt a lot about team management.
- Video Link - <https://youtu.be/pqQ4Q0nU45Y?si=0-ynb8iGUHMdI80Q>

2024

Seamedu Game Awards

Created "BatSang", a 3D action game inspired by "Johny Trigger," featuring Batman battling criminals at night. With immersive 3D models for parkour and line renderers for shooting, the game also includes slow-motion effects during parkour sequences. Despite completing only four levels by the deadline, "BatSang" highlights my dedication and innovation in 3D game development.

- Video Link - <https://youtu.be/pqQ4Q0nU45Y?si=0-ynb8iGUHMdI80Q>

2024

Final Year Project

Tanks is a captivating action game crafted with Unity Engine, where players assume control of powerful tanks in heart-pounding battles. Set in dynamic arenas fraught with obstacles and challenges, players strategize and employ precise aims to overcome opponents and emerge triumphant. Boasting intuitive controls and fast-paced gameplay, Tanks delivers an immersive arcade-style experience suitable for players of diverse skill levels. Engage in exhilarating tank warfare, dominate the battlefield, and showcase your prowess in this timeless gaming classic.

Video Link - <https://youtu.be/EgRhqI5YwVA>

EDUCATION

2021-2024 **BCA(Game Development)**
Seamedu School of pro-expressionism

EXPERIENCE

2023-2024 **CodingKraft. Pune, Maharashtra - Unity Game Developer**

- As a game developer, I've honed my skills in scripting, AI design, and optimization. My role involved creating quests, developing spawners, and utilizing object pooling for enhanced performance.
- I also contributed to UI development, including mini-maps and other interfaces, and worked on enemy AI development and memory optimization.
- Additionally, I collaborated with third-party assets like GKC and Emerald AI to elevate the game's overall functionality.

2025-Present **Zen Technologies Hyderabad, Telangana - Unreal Game Developer**

- Designed and implemented the entire AI architecture in Unreal Engine using C++ and Behavior Trees, enabling modular, maintainable AI logic.
- Created custom Behavior Tree tasks and services for core functionalities: patrol routines, hearing-based detection, tracking last-known player locations, move-to-player navigation, and combat/shooting behaviors.
- Developed AI behaviors for multiple game modes (Free-for-All and Team Deathmatch), ensuring adaptability of logic (e.g., target selection, team affiliation checks) across modes.
- Integrated Unreal's AI Perception system (sight, hearing) to drive decision-making, allowing AI agents to react dynamically to player actions and environmental stimuli.
- Implemented network replication for multiplayer (TDM) mode: synchronized AI-controlled character meshes, states, and actions across clients, ensuring consistent visuals and behavior in all connected players' views.
- Optimized AI performance: profiled Behavior Tree execution and perception updates to keep CPU/memory footprint low, ensuring smooth gameplay even with multiple AI agents.
- Collaborated with level designers and gameplay designers to iterate on AI parameters and behaviors based on playtesting feedback, refining difficulty and engagement.
- Wrote clear documentation for the AI framework and custom tasks, enabling other team members to extend or tweak behaviors with minimal ramp-up.
- Architected and implemented a configurable targeting system: defined per-bone hit probability (headshot, body, legs) and weapon spread parameters, adjustable via config files or data tables to support Easy, Medium, and Hard bot settings.

SKILLS & EXPERTISE

SOFTWARE	Unity	C++
	C#	HTML & CSS
SOFT SKILLS	Unreal	GitHub
	Adobe Photoshop	Data Structures
	Adobe Illustrator	JavaScript
LANGUAGES	Brainstorming	Team dynamic awareness
	Prototyping	Technical know-how
LANGUAGES	English	Hindi
	Marathi	