

Shahbaaz Singh

Game Developer/Designer



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www.sherrygames.com

Summary

Skilled and experienced game designer and game developer with expertise in game mechanics, level design, programming, and other areas of game development. A highly motivated and detail-oriented perfectionist with a deep understanding of game design principles, player psychology, and game development technologies. I take great pride in my work, and I am committed to staying up-to-date with the latest trends and best practices.

Education

2015

CLASS 10

Shivalik Public School

2017

CLASS 12

Shivalik Public School

2022

BACHELOR OF ENGINEERING IN COMPUTER SCIENCE

Chandigarh University

Expertise

- C#, C++, Python, GD Script, HTML5
- Unity, Godot, Unreal Engine, 3DRad
- Photoshop, Illustrator, Sketchup
- UI, Mechanic, Level Design
- XR / AR Development

Projects

FOR AEROLITE

2023

Unity 3D, C#

A 2D Platforming Game For Desktop and Android with over 100 levels, tons of mechanics and a compelling story.

SHADOW LEAPER

2021

Godot 3.5, GDScript

A 2D Platforming game for Desktop and Android made within two weeks with challenging levels, charming visuals, and engaging gameplay.

BLANK OVERDRIVE

2020

Unity 3D, C#

A Text-Based Adventure game, with a fascinating branching storyline, choice based gameplay, and multiple endings.

Other Certifications

- Python Specialization from Coursera (University of Michigan)
- Machine Learning Certification from Coursera (Stanford University)
- Data Science Certifications from Internshala
- Database Management System Certification From NPTEL (IIT Kharagpur)
- Data Science Certification from Coursera (John Hopkins University)
- R Programming Certification from Coursera (John Hopkins University)

Note: Please visit my website to get a closer look at the projects I have worked on.