Shashank Sharma

Senior Game Engineer — Common Tech / Systems

Email: artofshashank@gmail.com | Phone: +91-9819293713

Portfolio: artofshashank | GitHub: the-metalmilitia | LinkedIn: artofshashank

Professional Summary

Senior game programmer with 13+ years of professional experience across AAA, mobile, VR, and live-service games. Experienced in gameplay systems, tools and pipelines, UI architecture, and shared technology. Comfortable working across engines and platforms, owning features end-to-end, and collaborating closely with design, art, and production teams.

Core Skills

C++, C#, Gameplay Systems, Tools & Pipelines, Systems Architecture, Performance Optimization, Unity, Unreal Engine, Proprietary Engines (Anvil), Mobile & Console Development, UI Systems, Live-Service Development, Debugging & Profiling, Git, Perforce, Jira

Professional Experience

Ubisoft — Associate Lead Programmer (2020–Present)

- Contributed to AAA productions including Assassin's Creed Nexus VR, Just Dance 2025/2026, and Skull and Bones.
- Worked across gameplay systems, UI features, tools & tech, and shared engine functionality.
- Acting Lead on Just Dance 2026, owning feature development (Party Mode) from design through delivery.
- Led small teams, conducted code reviews, mentored engineers, and collaborated closely with cross-discipline partners.

Previous Experience

BYJU'S (Osmo Worksheets) — Software Engineer (2019–2020)

- Worked on a live AR-based educational product, contributing to feature development, prototyping, and optimization.

Whodat — Senior Software Engineer (2018–2019)

- Developed AR applications and interactive systems with strong emphasis on UX, performance, and maintainability.

Games2Win — Senior Unity Developer (2014–2018)

- Shipped multiple mobile games with 500K–1M+ downloads.
- Developed gameplay, UI, and live-game features; integrated analytics and monetization.
- Built editor tools and optimized performance across Android and iOS.

Early Career

Wings Intellect — Environment & Props Artist / Junior Programmer (2012–2014)

- Integrated assets into UDK and Unity, created materials, and gained early experience with gameplay logic and engine workflows.

Musica Animatics — 3D Artist / Compositing Support (2011–2012)

- Created and composited 3D backgrounds for commercial animatics using After Effects.

Additional Contributions

- Elected member of the studio DEI Council for two terms; collaborated with studio leadership to organize inclusion workshops and employee engagement initiatives.
- Contributed to cross-discipline knowledge-sharing sessions, helping foster technical learning and collaboration across teams.
- Participated in a prototyping initiative, supporting rapid experimentation and idea sharing within the studio.
- Helped organize internal community and engagement activities to strengthen team culture and collaboration.

Education

- B.Sc. Computer Science — University of Mumbai
- PG Diploma in Information Technologies (Management) — Symbiosis
- Certification in Computer Graphics — MAAC