

Adhik Sharma

Game Producer

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[Portfolio](#)

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Warsaw, Poland

Education

Game Producer
FutureGames Warsaw
2024 - 2025

Engineering in Computer Science
RGPV, India
2012-2016

Project Management

Methodologies

- Agile Methodology
- Waterfall

Planning and Execution

- Project scheduling
- Sprint planning
- Budgeting And ROI Analysis
- Risk Management
- Multiple project coordination
- Risk Management

Tools

- Jira
- Confluence
- Notion
- Microsoft 365

Technical Skills

Game Engines

- Unity
- Unreal Engine

Programming Language

- C#
- C++
- Python

Game Producer with 8+ years of experience in Unity and Unreal Engine. Currently honing production skills at **FutureGames Warsaw**, I blend **technical know-how**, **creative strategy**, and a collaborative leadership style (with a healthy dose of **humor**). I've led teams of up to **20 developers** across disciplines, aligning efforts toward seamless production. After stepping into a producer role, I realized that while a programmer can be a cog in the machine, a producer is the oil keeping the whole thing running smooth and squeak-free (also I love motorbikes) not just building the game, but **empowering the team**, **aligning the vision**, and clearing the path for great ideas to thrive. Now, I'm focused on delivering well-managed, **high-quality games that are as fun to create as they are to play**.

Experience

Huddle01 / Product Owner

Dec 2023 - March 2025, USA (Remote)

- As a **Product Owner** at Huddle01, I led the design and **delivery** of an innovative **audio-video plugin** for Unity using **WebRTC**.
- Enabled seamless integration with React, Flutter, and JavaScript, resulting in a **25% increase** in **multi-platform usage**.
- Managed a development team and streamlined **agile processes**, cutting integration time by **40%** and improving feature deployment speed by **35%**.

Kalagato / Game Producer

Aug 2022 - April 2024, India

- **Spearheaded agile sprint planning** and cross-functional coordination, **leading a 6-person team** to streamline workflows and ensure consistent, on-time delivery of quality game updates across multiple development cycles.
- Leveraged comprehensive **data analytics** to drive targeted campaigns and strategic discount offerings, resulting in a **50% revenue surge** during festival seasons and a **10% improvement in user retention**.
- **Engineered and maintained a battle strategy game** that surpassed **10M+ downloads** by continuously integrating innovative features.

Kevuru Games / Senior Game Developer (Freelancing)

March 2022 - August 2022, Ukraine (Remote)

- Led development and optimization of **multiplayer networking** modules for a **battle royale game**, enabling seamless online gameplay for hundreds of players and **improving network**

Development Tools

- Version Control (Git, Perforce)
- Visual Studio and Code

efficiency by approximately 30%.

- Engineered a unified integration module for **REST API** and **GRPC**, achieving roughly a **40% boost in communication efficiency**, significantly **reducing latency** and enhancing overall game performance.

Leadership & Communication Skills

Team Leadership

- Mentoring
- Effective collaboration skills
- Team motivation
- Ambitious

Strategic Decision-Making

- Creative problem solving
- Process optimization

Stakeholder Management

- Clear communication
- Effective alignment with business objectives

Spacejoy / Software Engineer III

Dec 2020 - March 2022, India

- As a Senior Unity Developer at Spacejoy, I spearheaded the creation of an **in-house home design product** and developed a **Blender add-on for render automation**.
- Created a Blender add-on plugin that **automated rendering, decreasing render time by 40%**.
- Collaborated with artists to implement functionality requests that streamlined workflows and **reduced design work by 60%**.

NoBorderz/ Software Engineering Team Lead

April 2020 - Dec 2020, Japan (Remote)

- As a **Team Lead** and **Senior Unity Developer**, I spearheaded innovative game concepts for the metaverse application. I also led **sprint planning, managed team tickets**, and maintained regular **Jira updates**.
- Led **sprint planning** sessions with project managers, **efficiently managing tickets** and ensuring timely Jira updates for smooth project execution.
- Engineered a **custom server-authoritative networking solution**, ensuring robust and secure online experiences.

Language

- English
- Hindi

Cubedots/ Software Engineering Team Lead

August 2016 - April 2020, India

- At Cubedots, I architected **robust product architecture** for **Arch Viz applications**, and planned and delivered the **flagship product** while managing a team of **13 developers**.
- **Represented the company as the technical lead** and successfully planned and delivered its main product.
- **Managed a team of 13 developers** by **coordinating agile sprints**, maintaining **regular Jira updates**, and ensuring streamlined workflows for on-time delivery.

Interest

- Hiking
- Standup Comedy
- Gaming

Why did the programmer become a producer?

They used to fix errors, but now they want to solve chaos with a fire extinguisher! 😊