

UDAYVEER SHARMA

Gurugram, India | veersharma.workspace@gmail.com | +91 96257 88624 | [LinkedIn](#) | [udayveer.me](#)

PROFESSIONAL SUMMARY

Second-year BCA student (CGPA: 8+/10) with a commerce and business background, including 2 of 3 levels of the Company Secretary (CS) programme cleared (ICSI). Proven track record leading 15-person cross-functional teams, defining product roadmaps from zero, and driving end-to-end project delivery across strategy, product development, and operations. Combines business acumen, governance exposure, and hands-on execution instinct.

CORE COMPETENCIES

Product Strategy & Road mapping | Cross-functional Team Leadership | Agile Execution & Sprint Planning | Stakeholder Management | Operations Management | Problem Framing & Structuring | Business Development | User Research & Personas | Process Optimization | Decision Making | Corporate Governance & Law | Tech: Python · JavaScript · C++ · MySQL · Unity · VR/AR

PROJECTS

Project Lead & Product Owner | Project Kaal — Psychological Horror Game 15 Jan 2026 – 08 May 2026

- Defined product vision and scoped MVP from 8 competing concepts to 2 core features — eliminating ambiguity, assigning clear ownership across dev, art, and narrative tracks for a 15-person cross-functional team.
- Architected the full project management infrastructure from scratch: sprint cycles, milestone ownership, task boards, and cross-track communication protocols — zero prior framework existed.
- Sustained zero team attrition through 3 major scope changes by implementing structured change management, stakeholder alignment sessions, and transparent decision-making processes.
- Acted as primary liaison between creative direction and technical execution — resolving feasibility conflicts, reducing rework cycles, and keeping delivery on schedule throughout the project lifecycle.

Product Lead | VR Edtech — Solar System Experience (NCERT Class 6–7) 01 Feb 2026 – 08 May 2026

- Identified a curriculum gap in spatial science retention for ages 11–13; independently designed and specified a full VR-based immersive solution mapped end-to-end to NCERT Class 6–7 content.
- Authored complete product specification — user personas, content architecture, interaction flows, and measurable learning outcomes — prior to any technical development commencing.
- Coordinated multidisciplinary build team across design and development, consistently prioritising pedagogical outcomes over visual fidelity to ensure curriculum alignment and user engagement.

Concept Lead & Product Coordinator | Dead Sector — VR Space Shooter 15 Jan 2026 – 20 Apr 2026

- Authored the complete concept document — defined experience pillars, mechanics scope, and success criteria before development commenced, preventing scope drift and misaligned execution.
- Made the critical mid-build call to cut a technically impressive mechanic degrading product pacing — delivered a coherent, release-ready experience aligned with original product intent.

LEADERSHIP

Vice President | Cinema Club, The NorthCap University 01 Aug 2024 – 08 May 2026

- Restructured a disengaged club into a high-output creative community — introduced consistent programming, coordinated film, AR/VR, and events tracks simultaneously with zero allocated budget.
- Established accountability frameworks and communication rituals across a fully voluntary team, sustaining consistent output and high member engagement across two academic semesters.

Team Captain | Volleyball — Inter-Dept & SGT Inter-College Tournaments 01 Feb 2026 – 15 Apr 2026

- Captained NCU to Inter-Department Championship title and Rank 1 at SGT University Inter-College Tournament — led team strategy, performance under pressure, and all event logistics simultaneously.

EDUCATION & PROFESSIONAL QUALIFICATIONS

BCA - Game Development | The NorthCap University, Gurugram 2024 – Present

CGPA: 8+ / 10 | Focus: Product Thinking · UI/UX · Project Coordination · VR/AR Development · Database Management

CS Executive Programme — Levels 1 & 2 Cleared (of 3) | ICSI 2022 – 2023

Key Areas: Corporate Law · Company Governance · Business Strategy · Contract Law · Financial Accounting · Securities Law | Class 12 Commerce (CBSE): 92.8%