

ABHIMANYU KUMAR CHAUDAHRY

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CAREER OBJECTIVE

A passionate and creative developer with a strong interest in game design, application development, and web technologies. I aim to leverage my skills in Unity, web frameworks, and modern design principles to build immersive, user-focused experiences.

EDUCATION

B-Tech | Computer Science | 8.4 GPA

NMIT, Visvesvaraya Technology University

Bangalore, India

Aug 2022 -June 2026

NEB | | 80 % Percentage

Kathmandu Higher Secondary School,
NEB(NATIONAL Education Board)

Kathmandu, Nepal

2022

Class X | 96.25% Percentage

Daffodils Public School
NEB(NATIONAL Education Board)

Janakpur, Nepal

2020

SKILLS

Technical Skills

Programming Languages:C, C++, Java, C#, JavaScript, HTML, CSS,DBMS

Frameworks & Libraries: .NET Framework, SFML, OpenGL

Game Engines & Tools: Unity Engine, Unreal Engine, Blender

Software Development: Git, Data Structures and Algorithms (DSA)

Creative Tools & Skills: 3D Modeling, Animation, Pixel Art

Soft Skills: English,Hindi,Nepali

PROJECTS

2D Physics Engine: Developed a custom 2D physics engine to simulate real-world physics interactions, including gravity, collision detection, and object movement.**Technologies:** C++, SFML

Tournament Management System: Engineered a system to manage tournament registrations, schedules, and results, streamlining the event management process.**Technologies:** C#, .NET Framework,DBMS

Zombie Shooter Game: Created a 2D zombie shooter game incorporating player movement, shooting mechanics, and enemy AI. **Technologies:** C++, SFML

CERTIFICATION / TRAINING

Programming using Java

Free Foundational C# with Microsoft Certification

Infosys Springboard

FreeCodeCamp