

ANISH INDRA GUPTA

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SUMMARY

Skilled Game Programmer with 2+ years of experience with Unreal Engine 5 to develop high quality 3D gameplay systems, 2D Platforming levels, and an educational VR game that substitutes archaeological field school for students at the university level. Proficient in optimizing code for performance and readability, integrating design specifications to create gameplay systems, and collaborating across different game development disciplines. Passionate about pushing the boundaries of user focused interactivity and performance in modern game development for education and entertainment.

EXPERIENCE

Tools and Game Programmer | The Stu/dio : VRchaeology

05/2025 - Current

- Leveraged Unreal Engine 5's Virtual Reality systems and workflows to create archaeological excavation tools, optimizing functionality and performance by 80%.
- Collaborated with Sponsors and multidisciplinary teams over a tight 2-year time span to deliver a high-quality VR, university level student learning experience.
- Boosted productivity output by 2x by consulting Large Language Models to solve niche VR-related debugging and implementation problems within Unreal Engine.

Programming Middle Manager | The Stu/dio : VRchaeology

06/2024 - 05/2025

- Communicated with Sponsor and Project Manager to manage goal and milestone setting for programming team, collaborating with at least 15 members across 5 disciplines.
- Led team sprint planning and task delegation using Jira, spanning 2 weeks each, for programming team to ensure timely delivery of project milestones.
- Integrated Gameplay tools, UI Systems, and Level Scripting to package and ship iterative project versions for QA testing in Unreal Engine 5 VR.
- Incorporated feedback from the Sponsor, UX, Design, and QA teams into future project builds and iteratively improved game features, functionality, and overall user experience.

Team Final Project | CS 415: Game Development

01/2024 - 05/2024

- Collaborated in a 5-person team, utilizing version control to organize, design, and development a Puzzle-solving Stealth game
- Created cryptic, interactive UI puzzles, dynamic inventory systems, and simple quest chain for ~20 mins of gameplay.

Final Project Demo | GSD 390: Intro to Unreal Engine

08/2023 - 12/2023

- Learned and Implemented 2D and 3D game systems in Unreal Engine 5 to create level sequences, UI menus, character control physics, environments, grey-boxes, and character animations.
- Utilized 2D game design techniques to design, develop and ship a 2D Platformer level leveraging 2D plugins in Unreal Engine 5.

EDUCATION

University of Illinois at Urbana Champaign

Master of Computer Science MCS
Bachelors of Science in Mathematics BSLAS
GPA: 3.95
Computer Science Minor
Physics Minor

Expected Graduate Date: 12/2025
Graduation Date: 05/2024

SKILLS

Programming:

C++ | Python | Java | R | SQL

Engines:

Unreal Engine 5 | Godot | RPG Maker

Productivity Tools:

Jira | Git | Google Drive Docs, Sheets, Slides | MS Office: Word, Excel, PowerPoint, Outlook | Visual Studio Code | Android Studio | Glide Apps
FL Studio 20 | Aseprite

Spoken Languages:

English (Fluent) | Hindi (Fluent) | Japanese (Intermediate) | Spanish (Elementary)

Personal Skills:

Quantitative Problem solving | Critical thinking | Pattern Recognition | Communication | Collaboration | Self-management | Adaptable |
Leadership | Organization | Reliability | Curious