

ANISH INDRA GUPTA

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Portfolio: <https://anishgupta73.github.io>

Gameplay Programmer with 2+ years of experience in UE5/Godot 4, specializing in systems programming and VR development. Skilled at implementing gameplay systems based on design specifications and rapid prototyping for a faster QA process.

EXPERIENCE

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- Gameplay & QA Programmer (Contract) | The Stu/dio : Resilient Community** 11/2025 - Current
- Implemented 20+ pieces of sponsor and play tester feedback, to iterate and improve gameplay features, user experience, and code quality.
 - Developed analytics pipeline integrating Google Sheets API with Godot's HTTP request to capture player behavior data across 15+ playtesting sessions.
 - Refactored approximately 50% of the codebase into cleaner, modular, and maintainable scripts for future upkeep of the project.
- Tools and Gameplay Programmer (Contract) | The Stu/dio : VRchaeology** 06/2024 - 11/2025
- Served as a Programming Middle Manager, coordinating a team of 4 programmers, over a tight 2-year time span to deliver a high-quality VR university-level learning experience.
 - Delegated programmers' tasks using Jira for 25+ sprint planning meetings to achieve timely delivery of project milestones.
 - Designed technical design documents for archaeological excavation tools and systems, such as Tape Measurer, Stake, Hammer, and String, to ensure a smooth implementation and integration of systems in the level.
 - Leveraged a custom-built editor utility widget for an in-game quest and task tracking system, to script main levels such as "Set Grid" and "Set Grid Mini Tutorial", making up ~25% of the playable levels.
 - Optimized code and project content using best practices in asset management and removing redundant dependencies, to reduce the final build size from 10GB to 8GB.
 - Incorporated feedback from the QA pipeline to iteratively improve game features, functionality, and overall user experience.
- Gameplay Programmer - Unreal Engine 5 (Course Project) | CS 415: Game Development** 01/2024 - 05/2024
- Collaborated on a 5-person team using Git and UE5 to build a puzzle-stealth-first person shooter level with ~5 minutes of playable content.
 - Implemented interactive puzzles, an inventory system, and basic quest chain logic in Blueprints, to develop core gameplay features.
- Gameplay Designer and Programmer – Unreal Engine 5 (Course Project) | GSD 390: Intro to Unreal Engine** 08/2023 - 12/2023
- Implemented procedural level generation using randomized obstacle placement and difficulty scaling to create an infinitely re-play-able, 3D endless runner/auto-scroller game.
 - Programmed 2D systems in Unreal Engine 5, using the PaperZD plugin, to create a 2D Platforming level with 5 unique hazards and enemies and 20 hidden collectibles.

EDUCATION

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- University of Illinois at Urbana Champaign**
- Masters of Computer Science MCS* 12/2025
- GPA: 3.38
- Bachelors of Science in Mathematics BSLAS* 05/2024
- GPA: 3.95
- Computer Science Minor
- Physics Minor

SKILLS

Core Tech:

C++ (Proficient), GDScript (Proficient), Python (Proficient), OpenGL (Proficient), Java (Intermediate), R (elementary)

Engines:

Unreal Engine 5 (Blueprints, C++), Godot 4.3, RPG Maker

Tools:

Git, Jira, Perforce, Visual Studio, Android Studio, FL Studio 20, Aseprite

Development Practices:

Agile/Scrum, Sprint Planning, Technical Documentation, Code Review

Specializations:

VR Development, Systems Programming, Gameplay Tools, Analytics Integration

Languages:

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