

ANISH INDRA GUPTA

San Jose, CA | +1 (669)-900-2447 | anishgupta@gmail.com | <https://anishgupta73.github.io>

EXPERIENCE

Gameplay & QA Programmer (Contract) | The Studio : Resilient Community

11/2025 - Current

- Recruited as Gameplay & QA Programmer to stabilize and iterate on a digital board game adaptation in Godot 4.3, implementing 20+ pieces of sponsor and playtester feedback to improve gameplay, user experience, and code quality.
- Integrated Google Sheets via Apps Script and HTTP requests, via Godot, to log gameplay and user data, enabling data collection flows for internal data analysis of game loops, player behavior and pain points.
- Refactored approximately 50% of the codebase into cleaner, modular, and maintainable scripts, introducing best practices in scene organization, naming, and signal usage while preserving original functionality.

Tools and Gameplay Programmer (Contract) | The Studio : VRchaeology

05/2025 - 11/2025

- Designed and implemented technical design documents for archaeological excavation tools simulated in VR, systematically breaking down ambiguous requirements and leveraging Large Language Models to solve niche VR issues and accelerate debugging.
- Optimized Unreal Engine 5 VR code and content pipelines, applying best practices in asset management, frame-by-frame workload, and packaging to reduce final build size by 80%.
- Collaborated with the sponsor as part of a 4-person team on a tight 3-month timeline to refactor legacy code and remove low-value features, improving code quality and aligning the product more closely with sponsor requirements.

Programming Middle Manager (Contract) | The Studio : 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, over a tight 2-year time span to deliver a high-quality VR, university level student learning experience.
- Led 25+ team sprint planning meetings and task delegation using Jira spanning 2 weeks each over the course of 1-year, for the 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.

Gameplay Programmer - Unreal Engine 5 (Course Project) | CS 415: Game Development

01/2024 - 05/2024

- Collaborated on a 5-person team using Git, building a puzzle-stealth- first person shooter with ~20 minutes of playable content.
- Implemented interactive puzzle UIs and pop-ups, inventory system, and quest chain logic in Blueprints, including state management and save/load integration.

Gameplay Designer and Programmer – Unreal Engine 5 (Course Project) | 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 plugins in Unreal Engine 5 to design, develop and ship a 2D Platformer level with 5 unique hazards, 20 hidden collectibles, and ~5 minutes of gameplay.

EDUCATION

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

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 | 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 |