Anmol Mittal

Game Developer

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ABOUT

As a detail-oriented and diligent individual, I am seeking a position where I can leverage my skills to gain practical experience and launch my career in a dynamic and professional environment. With a methodical approach and good programming skills, I am committed to achieving success and delivering results that exceed expectations.

EXPERIENCE—

18th July 2022 – 16th Sept 2022
Associate Developer • SAP Labs India

KEY SKILLS —

- Proficient in C/C++, Java, and C#
- Basic Knowledge of Unity and Unreal Engine
- Familiarity with game development tools such as Maya and Photoshop
- Strong problem-solving and analytical skills
- Good communication and collaboration skills

VOLUNTEER EXPERIENCE —

MyCode Technologies
May 2023
Volunteered as a programmer adding game mechanics and enhancing user experience.

Insanity Crew
November 2023
Lead a team of unity developers and created a mobile game.

EDUCATION

BCA – 2020-23
Vivekanada Institute of Professional Studies, Pitampura, Delhi
CGPA = 8.8

MCA – 2023-25
K.R Mangalam University, Sohna, Haryana
SGPA = 7.2

PROJECTS

- Delivery Disasters – A 3D driving game where you have to deliver packages from door to door. The game has realistic physics and good graphics. The game is optimized and can run on potato PCs as well.
  anmol-1903.itch.io/delivery-disasters

- Monophobia – A 3D first person horror game where you are stuck at a place. The protagonist is suffering from monophobia (fear of being alone). The protagonist needs to find a key in the abandoned house to escape. Don't mind the jumpscares…
  anmol-1903.itch.io/monophobia

- Rubber Bang – A 3D multiplayer FPS game where you and your friend are two small children imagining to be in a shootout in a park. When a player loses a point, they gain a powerup of their choice. Let's see who's better… {Prototype}
  anmol-1903.itch.io/rubber-bang

- Operation Echo - In this thrilling game, you're an elite operative with a critical mission: decode and send coded coordinates to neutralize enemy targets. Use on/off switches to strategically transmit vital information, locate enemies, and coordinate strikes with your team.
  veda-crew.itch.io/operation-echo

CERTIFICATIONS

- Completed a 36-hour course that taught me about the game development process, and how to plan your game development efficiently.
  Course: www.udemy.com/course/the-ultimate-guide-to-game-development-with-unity/