

Aniket Shankarwar

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Education

Vellore Institute of Technology	Expected May 2026
B.Tech in Computer Science and Engineering (Gaming Technology)	CGPA: 8.56 / 10
S.B.E.S. College of Science, Sambhajinagar, Maharashtra	Jul 2022
Class XII (HSC)	71%
S.B.O.A. Public School, Sambhajinagar, Maharashtra	Jul 2020
Class X (SSC)	89%

Technical Skills

Languages: C++, C#, HTML, CSS

Game Engines: Unity, Unreal Engine

Tools & Version Control: Git, GitHub

Projects

CybHacks	Apr 2025	(Itch.io)
Unity, C#		

- Developed an interactive cyber security-themed game using Unity with a visually engaging and intuitive user interface.
- Implemented core gameplay mechanics, player controls, and real-time feedback systems using C#.
- Managed in-game data including scores, levels, and player progress through structured game state handling.
- Designed level progression and dynamic scene transitions driven by player actions and game events.

Camera-Controlled Tennis Game	Oct 2024
Unity, C#, OpenCV	

- Engineered a computer vision-based tennis game using Unity integrated with OpenCV for real-time motion tracking.
- Implemented gesture-based controls by mapping hand and arm movements to racket actions, removing the need for traditional input devices.
- Developed multiple game modes including single-player (vs bot) and multiplayer to enhance engagement.
- Programmed an adaptive AI opponent with adjustable difficulty levels to ensure competitive gameplay.
- Optimized the vision-processing pipeline to achieve low-latency input and smooth gameplay transitions.

Bowling Game (Web-Based)	Jun 2024
PlayCanvas, JavaScript, WebGL	

- Developed a browser-based 3D bowling game using PlayCanvas with WebGL for smooth, installation-free gameplay.
- Implemented physics-based ball dynamics and realistic pin collision using PlayCanvas physics systems.
- Designed a responsive UI for game controls and score tracking to improve usability and player experience.

Co-Curricular Activities

Discipline Committee Co-Lead	Mar 2023 – Jun 2024
Maharashtra Club, VIT	

- Coordinated major cultural events such as Shiv Jayanti and Ganesh Chaturthi, ensuring smooth execution and crowd management.
- Successfully managed and supervised 5+ large-scale club events.

Languages: Hindi, English, Marathi