

Anvit Surve.

Contact: +91-9920840821

Game Developer

[Email](#)
[LinkedIn](#)
[GitHub](#)
[Portfolio](#)

Skills:

- **Programming Languages** : C++(Beginner), C#(Intermediate), Python(Intermediate)
- **Game Engine** : Unity
- **Version Control** : Git
- **Programming Design Patterns** : Singleton, Observer, State Machine

Education:

Full Stack Game Development Course (Outscal Pvt. Ltd.)		(Jul 2021 - Present)
B.E. (EXTC)	St. Francis Institute of Technology CGPA – 8.34	(2017-2021)
HSC	Smt. Shanti Devi Shukla Junior College of Science(Maharashtra State Board) With 64.92%	(2015-2017)

Projects:

- **2D Platformer(in Unity):** [\(GitHub Link\)](#)
 - **Fully customizable Level Win Conditions** for each and every level
 - **Raycast 2D** for patrolling enemy
 - **Responsive UI** for player's health and collectables
- **Chess 3D:** [\(Github Link\)](#)
 - **Turn System** and Basic UI
 - **Gave possible moves** for every chess type
 - Special Moves: **En-passant**, (castling currently working)
- **Buddies 2D:** [\(Github Link\)](#)
 - **Controlling many players at once** (Click the player you wanna move)
 - Used **Universal render Pipeline** for light effects
 - Responsive UI and Tutorial Scene
- **2048 Clone:** [\(Github Link\)](#)
 - Used Grid System
 - Color change specific to Number on the cell
 - Customized win Condition

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Certifications:

- Responsive Web Design ([FreeCodeCamp](#))
- Python ([HackerRank](#))