ARYAN RANA

Game Developer | Game Programmer

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PROFESSIONAL SUMMARY

Ambitious and creative BCA 2nd-year student with a strong passion for game development and a clear career goal of becoming an indie game developer. Currently focused on mastering Unreal Engine 5, with hands-on experience in designing gameplay mechanics, environments, and interactive experiences. Continuously learning and improving skills in game programming, 3D modeling, and storytelling. Known for a self-driven mindset, a willingness to experiment, and a dedication to turning ideas into fully playable games.

EDUCATION

Bachelor of Computer Applications (BCA)   **August , 2024 - Present**
SDIMT, Jagadhri

SKILLS

- Game Development: Unreal Engine 5 (Blueprint scripting).
- Programming Languages: C, C++, JavaScript .
- Web Development: HTML, CSS, JavaScript .
- Tools: Visual Studio Code, Github, Blender, Source Filmmaker (SFM).

PROJECTS

- **Scientific Calculator**   **January, 2025**
  Language: C++
  Developed a basic command-line scientific calculator that performs advanced mathematical operations like trigonometric, logarithmic, and power functions.
- **Solar System Simulation**   **December, 2024**
  Technologies: HTML, CSS, JavaScript
  Designed an animated solar system model that visually simulates the movement of planets around the sun using CSS animations and JavaScript.
- **Portfolio Website**   **January, 2025**
  Technologies: HTML, CSS, JavaScript
  Built a fully responsive portfolio website to showcase selected projects, resume, and contact details.
  Site link: Aryan_portfolio

Certification

Gaming AI Development   **August, 2025**
Learned fundamentals of AI for games including pathfinding algorithms, behavior trees, and enemy/NPC logic using Unreal Engine 5 Blueprints.