




MANAV KALOLA

CONTACT

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SKILLS

- **Programming Language:** C, C++, Java, Python
- **Front end:** HTML, CSS, JavaScript
- **Game Developer:** Game Design, Level Design, 3D modeling, Scripting
- **Team Work**
- **Problem Solving**
- **Languages:** English, Hindi, Gujarati, Spanish

EDUCATION

B.Tech in Computer & Science

Vellore Institute of Technology

2022-2026

- Pursuing a B.Tech in CSE at VIT Vellore, I am developing strong skills in programming, software development, and computer graphics, with a focus on game development.
- My coursework and projects are focused on game development & software development, reflecting my passion for creating innovative and immersive user experiences.

TOOLS

- Visual Studio Code
- Visual Studio Community 2022
- GitHub
- MySQL
- MongoDB
- Blender
- Unreal Engine
- Unity

PROFILE

I am a dedicated Computer Science and Engineering student at VIT Vellore, set to graduate in 2026. As a skilled programmer and an emerging game developer and designer, I possess expertise in various programming languages including C, C++, HTML, JavaScript, Java, CSS, and Python. I excel in problem-solving and thrive in team environments. My academic background and hands-on experience in coding and game development have equipped me with the skills necessary to tackle complex technical challenges and collaborate effectively on diverse projects. Passionate about continuous learning and development, I am eager to contribute to innovative projects and grow my expertise in the field of technology.

PROJECTS

Project Frag

Pookie bear studio • May 2024 - Present

- Designed game levels and contributed towards improvement of idea and faster and better implementation of project, efficiently working with a team of 25 individuals

Hosteller

December 2023 - Present

- Working on a solo project of game development, based on horror theme inside a hostel, which leads to enjoyment and education purpose of teenagers willing to play this game. working from scratch and working hard to complete this project using blueprints and cpp, c# in unreal engine.

Clink

July 2024 - July 2024

- dasaniket15.itch.io/clink
- In the heart of the WTF x IGDC Game Jam 2024, our team of five creative minds came together to develop Clink, an exhilarating 2D-game that challenges players to complete the exquisite levels made by my team. With a limited timeframe of just 48 hours, we combined our skills in game design, programming, art, and sound to create a unique and engaging experience.

COURSEWORK

Advanced in technology and gaming VIT Vellore

2023

- Programming skills such as C, C++, Python, Blueprints in unreal engine, 3D modeling, the skill was applied firstly with theoretical knowledge to work in real time projects, Applied to create mini game and mini projects.

Work Experience

- **Publicity Head & Management Team Member — Gujarati Literature Association, VIT Vellore** 2024-25
 - Managed publicity campaigns and increased event visibility through creative content.
 - Collaborated on event planning and logistics with cross-functional teams.
 - Supported smooth execution of campus-wide literary and cultural events.
- **Chairperson — Gujarati Literature Association, VIT Vellore** 2025-26
 - Restructured the club's workflow for efficient event planning and execution.
 - Led and monitored multiple literary events, enhancing campus engagement.
 - Mentored junior members and introduced scalable promotion and logistics processes.