DEEPANSHU MANOCHA

Senior Game Developer | AR & VR Developer

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PROFILE SUMMARY

Experienced and passionate Game Developer adept at leveraging Unity Engine, C#, AR & VR, game programming and gamification to conceptualize, develop, test and optimize game features, mechanics, and systems, ensuring high-quality performance and user experience for different platform such as mobile, VR, PC and web.

With a Bachelor's degree in Computer Science specializing in GameTech, AR, and VR, I possess a strong foundation in game development, design, and production. I also have participated in several game jams and events, such as IISF2021 Goa, where I was among the top 50 finalists for my AR game project. I am passionate about exploring new technologies and trends in the gaming industry, and I strive to create innovative and enjoyable games, AR and VR solutions that can challenge and inspire players.

EXPERIENCE

Trainee Game Developer
The Mages Studio Pvt. Singapore Ltd.

📅 Aug 2020 – July 2021   ⚲ Work from home

Jr. Game Developer
The Mages Studio Pvt. Singapore Ltd.

📅 July 2021 - March 2022   ⚲ Work from home

Consultant - Game Developer
The Mages Studio Pvt. Singapore Ltd.

📅 April 2022 - June 2023   ⚲ Work from home

Consultant - Senior Game Developer
The Mages Studio Pvt. Singapore Ltd.

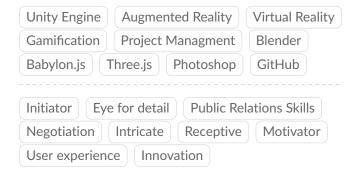📅 July 2023 - Present   ⚲ Work from home

Currently employed as a senior game developer, serving concurrently as a project manager.

ACHIEVEMENTS

Top 50 in IISF2021 Goa

- Selected among the top 25% for National Level of Engineering Students Fest, IISF2021 Goa.
- Secured placement among the top 50 projects which were selected for physical exhibition in Goa, out of a competitive pool of 200 nationwide.

SKILLS

Unity Engine	Augmented Reality	Virtual Reality
Gamification	Project Managment	Blender
Babylon.js	Three.js	Photoshop	GitHub

Initiator	Eye for detail	Public Relations Skills
Negotiation	Intricate	Receptive	Motivator
User experience	Innovation

PROJECTS

Project 1
Covid Visualizer

- Technology used: Unity-Engine, MRTK, Realtime covid api
- This project was developed for HoloLens, utilizing real-time COVID data to dynamically visualize the statistical trends through graphical representations. Users have the capability to interact with the data by selecting a specific state within India from a three-dimensional map interface.

Project 2
Double S: Simulated Stereo

- Technology used: Three.js and Node.js
- This project is a 3D simulation platform, offering users a selection of immersive simulations or 360 stereo accessible via their web browser. Users can engage in a variety of simulations, enhancing their virtual reality experience.

Project 3
AR Auto Expo

- Technology used: Unity-Engine and AR-Core
- An augmented reality (AR) designed to recreate the immersive ambiance of the Auto Expo within the comfort of your own home, supplemented with an engaging gaming component.

Project 4
AR Dino Book

- Technology used: Unity-Engine and AR-Core
- An augmented reality (AR) designed to faithfully recreate the ambiance of a dinosaur museum within the confines of your own home.

EDUCATION

Btech in Computer Science and Engineering, specialisation in Game-Tech, AR and VR

The North Cap University

📅 2018 – 2022

Average or current CGPA – 8.47

GAME-JAM PROJECTS

Stapu

- Developed Stapu game in 24 hours for the Game Jam 2019 conducted by The Mages Studio Pvt. Singapore Ltd, under the theme of "Nostalgia".

Lover May Cry

- Developed Lover May Cry game in 48 hours for the Game Jam 2020 conducted by Hashstash Studios Private Limited, under the theme of "Repair"

EXTRA CURRICULAR ACTIVITIES

Student Tech Ambassador

The North Cap University

📅 March 2019 – April 2022

IEEE IAS Chairperson and Founder Member

Student Branch, The North Cap University

📅 Jan 2020 – April 2022

IEEE IAS Vice-Chairperson & Founder Member

Student Branch, The North Cap University

📅 Jan 2020 – Feb 2021

Secretary EWB NCU

Student branch, The North Cap University

📅 May 2019 – Jan 2020

Project 5
Old Engine

- Technology used: Unity-Engine and Mirror
- A 3d multiplayer-AI Car racing game.

Project 6
AR-AI

- Technology used: Unity-Engine and Vuforia
- An AR application for the university's Design Center to demonstrate the concept of AI and Sophia.

Project 7
Creator

- Technology used: Unity-Engine
- A 2D game which depicts life of an Creator, where he needs to correctly analyse the problem statement and then choose the correct assets and make correct puzzle.

Project 8
Water Rescue

- A physical board Game, that was my major project in the university under the theme of "SAVE WATER!".

Project 9
Alien World

- Technology used: Unity-Engine and Block Chain
- A game based on block chain where user can mine and do all other block chain activities by its e currency i.e. Trillium.

Project 10
Survivor

- Technology used: Unity-Engine
- A 3d Game i made to learn basic of 3D gaming, player movement, animation, etc

Project 11
IOT app

- Technology used: Unity-Engine and Vuforia
- An AR application for the university's Design Center to demonstrate the concept of smart home and smart city.

Project 13
Space Rash

- Technology used: Unity-Engine
- A "Space" themed 2d game.