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[Github Profil](https://github.com/Devasish2022)

[e](https://github.com/Devasish2022)

[Itch.io Profil](https://devasish1.itch.io/)

[e](https://devasish1.itch.io/)

Education



**Vellore Institute of Technology Bhopal**

*Bachelor of Technology in Computer Science and Engineering*

*(specialization in Gaming Technology) (CGPA: 8.24) 2022 – 2026*

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| --- | --- |
| **Carmel School Digboi** | **Assam** |
| *10th ICSE (79.8%)* | *2008 – 2020* |
| **Little Star Sr. Secondary School** | **Assam** |
| *12th CBSE (78.8%)* | *2020 - 2022* |

# Relevant Coursework



*•*Data Structures *•*Game Development in *•*Introduction To

and Algorithms Unity3D Problem Solving and

Programming

# Projects

**Third – Person Shooting Game | Unity 3D, C#, Blender April 2024**



* **Survive the wave of zombies: A game where the player tries to survive a wave of zombies by shooting them and avoid the attack by the zombie**

**Apple Catcher | HTML5, CSS, JavaScript December 2023**

* Web game where the objective is to catch apple falling from the sky in the basket for certain amount of time

# Technical Skills

**Languages and Runtimes**: Java, Python, C++, C#, HTML, CSS, JavaScript



**Developer Tools**: Git, GitHub, VS Code, Unity3D

**Soft Skills:** Collaboration and Teamwork, Problem-Solving, Adaptability, Good Communicator, Empathic

# Experience



Internship in **HorizonXPlayr** as an **intern for Game Developer role** August 2025 - Present