R. Devasish

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Education

**Vellore Institute of Technology Bhopal**

*Bachelor of Technology in Computer Science and Engineering*

*(specialization in Gaming Technology) (CGPA: 8.29) 2022 – 2026*

**Carmel School Digboi Assam** *10th ICSE (79.8%)**2008 – 2020*

**Little Star Sr. Secondary School Assam**

*12th CBSE (78.8%) 2020 - 2022*

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# Relevant Coursework

* Data Structures and Algorithms

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# Projects

* Game Development in Unity3D
* Introduction To Problem Solving and Programming

**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

# Awards and Achievements

**Unity and C# basics from META – From Coursera Website**