

Devesh Gaur

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CAREER OBJECTIVE

Aspiring indie game developer with a strong focus on gameplay programming. Currently pursuing B.Tech in Computer Science with a specialization in Gaming Technology. Looking to gain industry experience as a game programmer. Passionate about building immersive gameplay systems using Unity and C# to seek challenging avenues where my knowledge and experience matches with the organization growth.

SKILLS

Languages: C#

Game Engines: Unity

Tools: Git, Blender (basic)

Specializations: Gameplay Programming, UI Programming, AR/VR basics

Soft Skills: Communication, Teamwork & Problem Solving

Languages Spoken: English, Hindi

EDUCATION

VIT Bhopal University

2023 - 2027 (Expected)

B.Tech in Computer Science and Engineering (Specialization in Gaming Technology) Bhopal, Madhya Pradesh, India

Relevant Areas: Unity Development, Game Design, AR/VR, AI Pathfinding, Networking

PROJECTS

Rumble Roller (Unity)

2025

Role: Solo Developer

- Developed a ball survival game from the ground up, handling all aspects except assets.
- Designed the full UI/UX and implemented all programming logic.
- Focused on creating challenging gameplay mechanics and a polished user experience.

Chess Game (Unity)

2025

Role: Gameplay Programmer

- Developed a full chess game with piece logic, move validation, turn-based rules, and king check/mate detection using C#.
- Created modular scripts for white/black pieces.

CERTIFICATIONS ACTIVITIES

• Unity Certified: Junior Programmer

- Successfully completed the certification course: [Badge Link](#)

- Participated in college game jams and programming challenges.