

# Devesh Gaur

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## CAREER OBJECTIVE

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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

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**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

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**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

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**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

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• **Unity Certified: Junior Programmer**

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

- Participated in college game jams and programming challenges.