

# Devesh Gaur

deveshgaur028@gmail.com — +91-8827601077

Bhopal, Madhya Pradesh, India — [linkedin.com/in/devesh-gaur-b14b03289](https://linkedin.com/in/devesh-gaur-b14b03289)

## 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 before launching my own independent titles. Passionate about building immersive gameplay systems using Unity and C#.

## 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)

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

## Projects

---

### 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.

### VR Experience Game

2025

*Role: Lead Programmer*

Created an immersive VR experience using Unity for practicals. Handled scene management, interaction logic, and headset controls.

### AR Balloon Pop Game

2024

*Role: Programmer*

Built a simple mobile AR game where balloons appear in the real world and can be popped. Learned AR tracking and input handling.

### Other Mini Projects

Showcased smaller prototypes demonstrating UI systems, player movement, animations, and basic level mechanics. Continuously learning and iterating.

## Certifications & Activities

---

- Participated in college game jams and programming challenges
- Building a personal portfolio to showcase games and code

## Hobbies

---

Powerlifting, Cooking, Listening to Music, Exploring Game Design