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, 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.

EXPERIENCE

Gameplay Programmer Intern — Akiyam Solutions Private Limited   Nov 2025 – Present

- Contributing to gameplay feature development using Unity and C#.
- Designing and iterating levels to enhance player engagement and difficulty balance.
- Collaborating with team members on debugging, testing, and refining gameplay mechanics.
- Working with Git for version control and maintaining clean modular scripts.

CERTIFICATIONS ACTIVITIES

- **Unity Certified: Junior Programmer**
  - Successfully completed the certification course: Badge Link
- Participated in college game jams and programming challenges.