

Anush Bundel

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Skills and Interests

• Technical Skills:

- **Programming Languages:** Python, C Sharp, C, C++, GDScript, JavaScript
- **Engines and Tools:** Godot, Unity, Defold, Visual Studio Code, Aseprite, FL Studio, Blender
- **Databases:** MySQL, phpMyAdmin
- **Other Tech:** Git, GitHub, Figma, HTML, CSS, React
- **Concepts and Practices:** Object-Oriented Programming (OOP), Data Structures and Algorithms

• Interests: Gaming, Music Composition (FL Studio, Piano, Guitar), Sci-Fi Storytelling

Work Experience

GDU Rewind Project | Unity, C Sharp, Figma

2024 - 2025

Level Designer Intern

Remote

- Developed narrative design elements, shaping the sci-fi storyline, branching paths, and multiple player-choice-driven endings.
- Prototyped 15 puzzle-platforming levels integrating innovative time-rewind and cloning mechanics.
- Collaborated with the design team to align gameplay, story progression, and emotional impact with player agency.
- Balanced and refined puzzles through playtesting and feedback, enhancing flow, clarity, and accessibility.

Projects

Dungeon Man | GDScript, Godot, FL Studio, Aseprite

September 2024

- Built a 2D top-down horror survival game inspired by Pac-Man, using Godot and published on itch.io.
- Designed and implemented gameplay systems like enemy AI pathfinding, radar, powerup mechanics, and performed debugging and optimization for mobile web controls to enhance accessibility and gameplay.
- Composed original background music using FL Studio and integrated free community pixel art assets with Aseprite to create a cohesive and immersive prototype.

Space Slime Invasion | Defold Game Engine

February 2024

- Created a 2D platformer space-shooter mashup in the Defold Engine during a 3-day international online Game Jam Stellaris hosted on itch.io by GameDevUtopia and the Defold Foundation.
- Entered the game jam with zero prior experience in Defold, quickly learning the engine and collaborating as part of Team Awesome Freaks to deliver a working prototype.
- Awarded Judges' Favourite and received a cash prize of INR 2500 for creativity and execution.

Funky Blueprints | GDScript, Godot

January 2024

- Worked on a 2D physics-based drawing puzzle game in Godot, as part of a team project with 4 members.
- Contributed as a Level and User Interface Designer, crafting and enhancing interactive puzzles with intuitive UI.
- Won 2nd Place at IIT Palakkad's Game Forge event on the theme "Metamorphosis".

Volunteering and Leadership

Game Dev Utopia Club

September 2025 – Present

Lead Position (formerly Technical Sub Lead)

IIT Kottayam

- Led and mentored club members in game development practices, tools, and workflows, fostering a collaborative learning environment.
- Headed the technical team, planning and executing 4 workshops, 2 game jams, and 2 events, ensuring smooth execution and active participation with 50+ attendees.
- Coordinated with fellow leads to plan projects, set development goals, and delegate tasks, enhancing team efficiency and outcomes, acting as the primary technical point of contact for event execution and member guidance.

Education

Indian Institute of Information Technology Kottayam

Expected: May 2027

Bachelor of Technology in Computer Science and Engineering (Current CGPA: 8.65)

Kerala, India

Relevant Coursework

- Data Structures and Algorithms
- Database Management
- Software Architecture
- Operating Systems
- Computer Networks
- Artificial Intelligence