

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)

IIIT 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

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