



GURMAAN SINGH SANDHU

Game Developer
[Itch Portfolio](#)

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SUMMARY

Highly motivated and well-practiced young indie game developer. Proficient in Unity framework, with C# programming as a base. Possess exceptional communication and interpersonal skills with a proven ability to work on projects either independently or as part of a team. Passionate to learn outside engines or languages as well to suit requirements.

TECHNICAL SKILLS

- **Unity** Game Engine, hold high proficiency in working within this Game Development Software
- **C#, C++, Java, Python, SQL, HTML, CSS**
- **Visual Scripting** and working with **shader graphs**
- Experienced in creating **Procedural Generation** systems as well as **Procedural Animation** in Unity
- Worked in **Networking** to create systems for **multiplayer** games
- Hold experience in creating **AI** for game npc's and enemy behaviour
- Proficient in creating and integrating **UI/UX** elements into the Unity Framework
- Other tools used: **Git, Blender, DaVinci, VScode, Obsidian, HackNPlan**

CERTIFICATIONS

- Unity Course - Unity Essentials Pathways
- Unity Course - Junior Programmer Pathways

GENERAL SKILLS

- Teamwork, current member of Spartasoft Club and pledged brother in professional frat Gamma Iota Mu in MSU
- Leadership, Member of the Main Cabinet of the school - Student Council, which consisted of extensive event organization

EDUCATION

Michigan State University

Bachelor's of Game Design and Development (3.86 GPA)
2023 – 2028

Tagore International School, Vasant Vihar

High School Diploma (90.8%)
2013 – 2023

PROJECTS & EXPERIENCE

[Ignore All Previous Instructions](#)

Gurmaan Singh Sandhu & 6 others | 2025

- Worked **heavily** on **UI design** for the game, creating the base UI frames used in the game
- Contributed towards foundational **game design** during the early phases
- The entire **upgrade system** was made solely by me, from the actual upgrades and their gameplay impact, as well as the **dynamically appearing** UI system within the upgrade tree.
- Spent time **playtesting** and balancing the upgrades in the final phase for **quality assurance**

[IndieCade Summer Game-Jam Internship](#)

Gurmaan Singh Sandhu | 2025

- Created a **card battler** system where cards could be placed against each other, and attack as thier turns came
- Created a **modular cards creation** system with multiple own **unique mechanics for the cards**
- Worked on the **UI** and **Camera** for the game as well

[De-Railed](#)

Gurmaan Singh Sandhu & Shawn Porto | 2024

- Created a dynamic camera system that shifts scenes with player movement
- Created a functional **inventory** system that allows for item deletion, storage, and has item recognition ability for utility purposes
- Creation and coding of the **entire core gameplay** system, which consists of multiple offset coroutine events requiring unique items to fulfill
- Created separate and new mechanics for all items
- Character movement system with a stamina system integrated that dynamically refills

[Retro Pac-man](#)

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- Created a near-exact replica of the original NES 64-bit Pac-man
- Implemented grid-based movement system into gameplay
- Programmed the pathing and tracking system **AI** for all 4 ghosts
- Created the state function which allows for systematic changes in AI behaviour based on the circumstance

[Independent Research Study](#)

MSU, Prof. Jeremy Bond | 2025

- Completed an independent research study with my game development professor, learning advanced Unity and Game systems such as Visual Scripting and procedural generation