

# 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#, Java, Python, SQL** languages
- **Visual Scripting**, and working with **shader graphs**
- Experienced in creating **Procedural Generation** systems as well as **Procedural Animation** in Unity
- Hold experience in creating **AI** for game npcs and enemies
- Proficient in creating and integrating **UI/UX** elements into the Unity Framework
- Other tools used: **Git, Blender, DaVinci, VScode, JetBrains Rider**

## 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
- Public Speaker/Theatre experience

## EDUCATION

### Michigan State University

Bachelor's of Game Design and Development (3.8 GPA)  
2023 - 2028

### Tagore International School, Vasant Vihar

High School Diploma ( 90.8%)  
2013 - 2023

## PROJECTS & EXPERIENCE

### [De-Railed \(Original Project\)](#)

Gurmaan Singh Sandhu & Shawn Porto | 2024

- Created a working dynamic camera system that shifts with player movement
- Created a functional **inventory** system that allows for item deletion and storage
- Inventory also 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, using inheritance of classes in C#
- Character movement system with a stamina system integrated that dynamically refills
- Teammate provided art and music, as well as a huge aid in co-implementing the multiplayer system

### [Retro Pac-man](#)

Gurmaan Singh Sandhu & Shawn Porto | 2024

- 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 circumstance

### Independent Research Study

MSU, Prof. Jeremy Bond | 2025

- Currently pursuing an independent research study with my game development professor, learning advanced Unity and Game systems such as Visual Scripting and networking

## ACHIEVEMENTS

- Achieved First Position in tGELF Harmony 2021(The Global Education & Leadership Foundation) Company of the Year Competition National Level
- Certificate of Excellence for achieving First Position in Engineering Category, as well as overall First prize in Technovention 2022
- Certificate of Appreciation by Dr. Harsh Vardhan, Honourable Minister of Science & Technology, Government of India for achieving bronze medal in International Royal Military College Young Scientist Conference and Exhibition(10-15th July 2017)