

Manas Tiwari

+91-9109304484 | tiwarimanas009@gmail.com | linkedin.com/in/manas-tiwari-69391a331

SUMMARY

CSE undergraduate specializing in **Game Development** with experience in Unity, Unreal Engine, and Blender. Skilled in C, C++, C#, Java, and Python. Passionate about building interactive experiences, level design, and collaborating on innovative projects.

TECHNICAL SKILLS

Specialisation: Game Development (Unity, Unreal Engine, Blender), DSA

Languages: C, C++, C#, Java, Python

Databases: MySQL

Tools: Unity, Unreal Engine (Blueprints), Blender, Git, Linux/Windows

PROJECTS

Rocket Boost

Unity, C#, Physics, Level Design

- Developed a 2D physics-based rocket flying game with gravity-based controls, fuel management, and precision landings.
- Designed progressive levels with difficulty scaling, particle effects, and sound cues for immersive gameplay.
- Implemented clean C# scripts leveraging Unity physics (Rigidbody, Colliders) to ensure realistic interactions.

Medieval Dungeon (In Development)

Unreal Engine, Blueprints

- Designing a dungeon escape puzzle game with modular assets, timed challenges, and interactive triggers.
- Experimented with Blueprint scripting, lighting, and cinematic transitions to refine gameplay atmosphere.
- Currently adding UI guidance, audio integration, and optimization for final release.

EXPERIENCE

Indie Game Developer

Ongoing

Personal Projects

- Built and showcased projects including Rocket Boost (Unity) and Dungeon Escape (UE).
- Collaborating with student-led **Nexus Game Studio** on a third-person Unreal Engine 5 title.
- Worked with Git/GitHub, agile workflows, and Blender asset creation for integration in engines.

EDUCATION

VIT Bhopal University

B.Tech in Computer Science and Engineering

Aug 2023 – July 2027

Bhopal, MP – GPA: 8.90

St. Francis Hr. Sec. School

Senior Secondary (XII)

July 2022

Bilaspur, CG, India

St. Francis Hr. Sec. School

Secondary (X)

July 2020

Bilaspur, CG, India

CERTIFICATIONS

Coursera Epic Games Professional Certificate – Unreal Engine Game Development (8 courses)