

Himansh Saraswat

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| dev-fury.itch.io | <https://github.com/NIGHTFURY2111>

SUMMARY:

Aspiring game developer with a passion for building immersive mechanics and responsive systems. I thrive in fast-paced, collaborative environments and enjoy turning creative ideas into playable experiences.

SKILLS:

- **Game Engines & Frameworks:** Unity (2D & 3D), Unreal Engine
- **Programming Languages:** C#, C++, Python
- **Development Practices:** Object-Oriented Programming, Version Control (Git, GitHub)
- **Communication:** Strong written and verbal communication, collaborative team experience

EXPERIENCE:

GoLive Games: *Unity Engineer Intern*

- Designed and implemented core progression systems including daily missions, quests, experience, and player leveling from the ground up.
- Improved the UI/UX flow and visual presentation to support newly introduced gameplay systems.
- Refactored large portions of the codebase to replace hardcoded values with a flexible, JSON-driven configuration system, improving scalability and maintainability.

PROJECTS:

The Final One | Modular FPS State Machine (dev-fury.itch.io/the-final-one):

- Built a fast-paced 3D first-person game emphasizing high-speeds, fluid movement, and optimized performance.
- Designed a modular C# architecture in Unity using **OOP principles**, featuring a **custom character controller** and **physics wrappers** for precise system control and extensibility.
- Developed an input abstraction layer supporting multiple device types and an **input buffering system** for seamless player actions.
- Implemented a **custom lighting pipeline** and **comic-style shaders** to achieve a stylized visual identity.

Copy Car | ML-Agents Imitation Learning (dev-fury.itch.io/copy-car):

- Created a machine learning model that imitates player driving behaviour to generate competitive AI.
- Utilized **Unity Engine**, **ML-Agents Toolkit**, and Python virtual environments for training and simulation.
- Produced highly believable AI opponents that replicate the player's own driving style, creating a more personal and challenging gameplay experience.

Project E | 2D Physics & Input System (ardenbruh.itch.io/project-e):

- Developed a **2D platformer** with tight, responsive controls and dynamic movement systems.
- Integrated **Unity2D**, the **New Input System**, and **Cinemachine** for smooth gameplay and camera transitions.
- Programmed in C# using **Visual Studio** and managed source control with **GitHub**.

EDUCATION:

- **Vellore Institute of Technology: (8.21 CGPA)**
- *Bachelor of Technology in Computer Science: (2022 – 2026)*

CERTIFICATIONS:

- **Foundational C# with Microsoft:** - Solid foundation in C# for building efficient, scalable solutions.
- **FreeCodeCamp certified Scientific computing with Python:** - Applied Python for data analysis and scientific problem-solving.

EXTRACURRICULAR ACTIVITY:

- Hacktoberfest 2023 Contributor.
- Member of VR and Gaming Club.
- Organized a developer meetup for 50+ student game developers and enthusiasts.