Himansh Saraswat

+91-7017770299 | himanshsaraswat@gmail.com | linkedin.com/in/himansh-saraswat | dev-fury.itch.io

EDUCATION:

Vellore Institute of Technology   **Bhopal, Madhya Pradesh**
Bachelor of Technology in Computer Science   **2022 - 2026**

St. Fidelis Senior Secondary School   **Aligarh, Uttar Pradesh**
Senior Secondary [SSC]   **2020 - 2022**

St. Fidelis Senior Secondary School   **Aligarh, Uttar Pradesh**
Higher Secondary [HSC]   **2019 – 2020**

SKILLS:

- Unity Engine, C#, Unreal Engine, C++, Python.
- Object Oriented Programming, Git and GitHub for version control.
- excellent written and verbal communication skills.
- Languages: English (fluent), Hindi (native)

SELECTED PROJECTS (*dev-fury.itch.io*):

The Big One (*https://dev-fury.itch.io/the-big-one*)**:**
- Created a fast-paced 3D first-person game focused on polished mechanics and optimized performance.
- Designed a custom character controller and physics wrappers using Unity and C#.
- Applied OOP principles for scalable and modular gameplay systems.

Copy Car (*https://dev-fury.itch.io/copy-car*):
- Demonstrated an imitation model that mimics player driving behaviour for competitive AI.
- Leveraged the **Unity Engine**, ML-Agents package, Python virtual environments, and command Line to make an environment and train the model.

Project E (*https://ardenbruh.itch.io/project-e*)**:**
- Developed a 2D platformer featuring highly responsive controls and dynamic movement.
- Built using **Unity2D**, **Unity New Input System**, and **Cinemachine** for seamless gameplay mechanics.
- Makes use of C#, **Visual Studio**, and **GitHub** for coding, and version control.

Gravity Games (*https://dev-fury.itch.io/gravity-games*)**:**
- Made a Third person game where the player can control the gravity applied onto the character
- Utilizes animations and shaders to visualize different elements of the game.
- Implemented Event Systems, State Machines and animation trees.

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.

EXTRACURICCULAR ACTIVITY:

- Participated in a Game Jam backed by IGDC and hosted by gaming club.
- Hacktoberfest 2023 Contributor.
- Member of VR and Gaming Club.
- Organized a developer meetup for 50+ student game developers and enthusiasts.