Himansh Saraswat

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

ABOUT ME:

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.

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:

- **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

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.