

Himansh Saraswat

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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

Bachelor of Technology in Computer Science

Bhopal, Madhya Pradesh

2022 - 2026

St. Fidelis Senior Secondary School

Senior Secondary [SSC]

Aligarh, Uttar Pradesh

2020 - 2022

St. Fidelis Senior Secondary School

Higher Secondary [HSC]

Aligarh, Uttar Pradesh

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.

EXTRACURRICULAR 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.