



about me.

I'm a senior undergraduate at IIT Gandhinagar. I'm into developing games, VFX, editing videos, computer graphics, and simulations.

showreel.



links to projects.



Aniket Rajnish

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education.

IIT GANDHINAGAR, 2019 - 23 | CPI 8.33 / 10

Majors in **Mechanical Engineering** with minors in **CSE and Design**

work experience.

Game Developer, CrazyLabs

(Aug 2021 - Mar 2022)

Contracted as a partner game studio to create scalable hyper-casual games by looking after their ideation & development. Delivered [6 prototypes](#), [30 concept pitches](#) & 1 market-ready game currently under further development for publishing

Technical Art & Design Intern, FIEA, University of Central Florida

(May 2022 - July 2022)

Assisted the [19SOB](#) team at FIEA with their capstone project as a tech artist for shader & gameplay programming, and the development of various particle & VFX systems under the guidance of Prof. [Ron Weaver](#) and Prof. [Chris Roda](#). Curated development logs and documentation of my work, which can be found [here](#).

positions of responsibility.

Secretary, Game Dev Club, IIT Gandhinagar (Aug 2020 - Apr 2021)

- Got selected as the secretary in my sophomore year itself taught a team of over 100 game developers the basics of Unity & Game Development.
- Organized an AR workshop attended by over 300 people from IIT Bombay, IIT Hyderabad, and IIT Gandhinagar. Taught the basics of Unity & Vuforia.
- Organized [GameJam 2020 AD](#), the third biggest Indian game-jam on itch.io then where 600+ people submitted 90+ games.
- Established connections with hypercasual studios like Kwalee, CrazyLabs, etc.

Technical Secretary, IIT Gandhinagar

(Apr 2022 - Present)

- Got elected by students to serve as the Technical Secretary of IIT Gandhinagar, following my acclaimed term as overall technical coordinator.
- Leading a team of 35 people across various technical disciplines, pioneering the institute's maiden Student Satellite Programme, Student-led Short-Courses, technical fests, off campus placements & internships while building spaces for Technical Innovation, among others.

skill summary.

Tools & Technologies: Unity, Unreal Engine 4, Adobe XD, Git & GitHub, Premiere Pro, OpenGL, GameMaker Studio 2, Godot, MATLAB, Blender

Languages: C#, C++, HLSL, GLSL, Python, XML

achievements.

- Recipient of the **Director Fellowship Award** at FIEA, University of Central Florida– awarded to the best applicant for MS degree in Interactive Media.
- **Ranked #22 Internationally**, out of 10k+ participants, **Brackeys GameJam 2021.1** for Two Opposites. **Ranked #1 Internationally, Jamboost GameJam** out of 300+ participants, won \$1000 for Faster Than Light?
- **Developed games downloaded over 447K+ times on Play Store** and played 2M+ times.
- **1 of 27** budding student-authors published in *Cobalt Blue* among students of Delhi Public Schools across the nation.
- **1 of 100** students selected for Chennai Mathematical Institute in 2019.
- **Ranked #2 Nationally**, Indian Commerce Olympiad in Mathematics & Aptitude in 2013.
- Received **11/10** grade in MS 403: Engineering Entrepreneurship course.
- **Top 0.4 percentile in JEE Mains 2019** out of 1.3 million students.
- **Top 2 percentile in JEE Advanced 2019** out of 2 lakh students.

