



Tribhuvan Verma

AI Game Developer

Aspiring Computer Science and Engineering student with expertise in Python, C++, HTML, JavaScript, and game development using Unity and Unreal Engine. Developed projects on imitation learning and procedural 2D game generation. Skilled in Git and passionate about integrating AI into games. Recently completed a Machine Learning internship at ThirdEye AI Pvt. Ltd., demonstrating strong problem-solving abilities, leadership, and commitment to excellence.

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EDUCATION

B.Tech in Computer Science and Engineering(Specialization in Gaming Technology)

VIT Bhopal University

10/2022 - Present

PERSONAL PROJECTS

Procedural Level 2D Game:

- Developed a 2D game with procedural level generation, implementing dynamic level design to enhance gameplay experience.

Multiplayer Game Development:

- Developed a basic multiplayer game using Unity, implementing networking features and player synchronization.

HTML5 Games:

- Created multiple HTML5 games, leveraging JavaScript and HTML5 Canvas for smooth and interactive gameplay experiences across web platforms.

Imitation Learning Project:

- Worked on a project focused on imitation learning, exploring machine learning techniques to enable systems to mimic human behavior.

WORK EXPERIENCE

Project Intern

ThirdEye AI Pvt. Ltd., Gurugram

10/2024 - 10/2024

Achievements/Tasks

- Successfully completed a Machine Learning internship.
- Demonstrated self-motivation and strong learning skills.
- Delivered a project exceeding expectations within the stipulated timeline.

Co-Lead

Virtual Reality and Gaming Club

12/2022 - Present

Achievements/Tasks

- Managed, directed, and mentored a team of graphic designers and animators.
- Developed and implemented creative ideas for game development and organizing tournaments.
- Worked on 2D and 3D games. Experienced with Adobe Premiere Pro, After Effects, and Photoshop. Organized esports tournaments.

SKILLS

Python

HTML

JavaScript

Machine Learning

Unity

Unreal Engine

ACHIEVEMENTS

Hackathon Participation

Competed in various hackathons, including a top 10 finish in a game development challenge.

Published Games

Successfully published small-scale games on platforms like itch.io, showcasing a variety of genres and mechanics.

CERTIFICATES

Python Programming:

Completed a certification course on Python Programming from Vityarthi.

Cyber Physical System:

Completed a certification course on Cyber Physical Systems through NPTEL.

AR/VR/XR in Gaming:

Earned a certification in AR/VR/XR in Gaming from Coursera.

INTERESTS

Game Design

Web Design

Artificial Intelligence

Esports

3D Modeling and Animation