

# CURRICULUM VITAE

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## Arnim Singhania

### PERSONAL INFORMATION

Name: Arnim Singhania  
Date of Birth: 24 August 2002  
Address: Flat 402, Janisha House, Jay Yogeshwar C.H.S., Sector-9, Airoli, Mumbai  
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### EDUCATION

Year	Qualification	Institution
2019	Secondary Education	LK Singhania Education Centre
2021	Higher Secondary Education	Lord Buddha Public School & NIOS
2024	Bachelor of Computer Applications	Amrita Vishwa Vidyapeetham
Ongoing	Graphic Design & Game Development	Game Institute of India

### EXPERIENCE & PROJECTS

#### Cinematic and Level Design (Unreal Engine)

- Designed immersive environments using dynamic camera work, lighting, and VFX:
  - Urban Site: Realistic machinery animations, particle systems for dust/fire, cinematic flythroughs.
  - Jungle Biome: Environmental narrative with weather FX, ambient audio, symbolic props.
  - Temple Area: Peaceful atmosphere using crowd systems, reflective surfaces, and mood lighting.

#### Independent Game Development Projects

- 2D Platformer: Checkpoint logic, destructible tiles, collectibles, and AI-controlled enemies.
- 3D Wave Shooter: Top-down mechanics with Niagara effects, AI navigation, upgrade/power-up systems.
- Horror Adventure Game: Multi-phase progression using item-based triggers and layered storytelling.
- Endless Runner: Procedural terrain generation, obstacle spawning system, difficulty curve scripting.

## Freelance Development / Scripting

- UI App (Unreal Engine): Developed intuitive interfaces for a large asset catalog; implemented responsive design and multi-tab structure.
- Ticket Booking Browser Extension: Automated workflows with license control, admin interfaces, and backend integration.
- School Management Backend: Full-stack solution including user ID generation, database architecture, and custom admin features.
- Custom Developer Tools (Browser Extension Based/Python based bots):
  - HTTP interceptor inspired by Burp Suite.
  - Feature-rich Discord music bots.
  - Scripts for YouTube UI enhancement and AI integrations.
  - Real-time alert bots for ticketing platforms.

## Ongoing Unreal Projects

- Multiplayer 3D Shooter: Working on server-client architecture, synchronized player states, and networked combat systems.
- 2D Artillery Game: Tactical gameplay with destructible environments, multiple projectile mechanics, camera zoom, and weapon variety.

## SKILLSET

- Game Development:
  - Unreal Engine (3D/2D), Niagara FX, Blueprint scripting, C++ scripting, Level Design
- Programming Languages:
  - Python, Java, C#, C++, js
- Graphics, Design & Animation:
  - Adobe Photoshop, Illustrator, After Effects, Animate, Dimension
- Tools & Competencies:
  - Game design principles, procedural generation, multiplayer systems, problem solving, UI/UX logic

## CERTIFICATIONS

- BCA, Amrita Vishwa Vidyapeetham
- Complete C# Unity Game Developer 2D – GameDev.tv
- Game Design & Development (Training) – Game Institute of India

## PROJECTS

- 2D Food Delivery Game – Unity (C#)  
(One of my first game I made while self –learning game development.)  
(Lost the files but found this old video.)

<https://jumpshare.com/s/tbfmEJ0sOlcVVjV5IdWD>

- 2D Platformer – Unreal Engine (Blueprint)

<https://sendgb.com/aA4NjyeKbSm>

- App for Isckon Temple -UI App (Unreal Engine)

<https://jumpshare.com/s/PCPaAlavbBB08phLAMI2>

- 3D Top-Down Wave Shooter (Unreal Engine)

<https://sendgb.com/3Oj4f5cRkbo>

- Horror Mission Based Game (Unreal Engine)

<https://sendgb.com/hX2T0Y3bAGa>

- Endless Runner (Unreal Engine C++)

<https://streamain.com/KzvKOSjeUBt2FMk/watch>