

# **Yeshodeep Dohre**

Roll No.: 21BCG10113

Bachelor of Technology

Vellore Institute of Technology, Bhopal

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[GitHub Profile](#)

[LinkedIn Profile](#)

## **EDUCATION**

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### **• Bachelor of Technology in Computer Science and Engineering(Gaming Technology)**

2021-25

*Vellore Institute of Technology, Bhopal*

CGPA: 7.69

### **• Higher Secondary Education (10+2) | PCM**

2019-21

*Sri Chaitanya Jr. College, Pune*

CGPA: 8.63

## **EXPERIENCE**

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### **• Game Programmer Intern**

Apr 2025 - Jul 2025

*Playforge Studio*

- Designed and implemented a mobile first-person horror game level, focusing on responsive touch input systems and real-time player control using Unity's Enhanced Touch API.
- Designed an enemy AI patrol and chase system using Unity's NavMeshAgent for pathfinding and navigation.
- Applied OOP principles for clean, reusable interaction logic, allowing multiple interactable objects to share a common base.
- Implemented raycasting from the camera to enable first-person interactions such as item pickups, and door or cabinet interactions.
- Debugged and resolved real-time gameplay issues such as overlapping triggers, audio concurrency, and state synchronization between player and AI systems.
- Technology Used: Unity 3D, C#, Visual Studio Code.
- [Play the Game on Itch.io](#)

## **TEAM PROJECTS**

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### **• Glamour Space - AR Application**

Jun 2024 - May 2025

*Capstone Project*

On-Site

- Built an AR app for furniture placement featuring touch-driven object instantiation, manipulation, and real-time UI feedback.
- Created an AR tool for measuring real-world distances and areas through tap input, with dynamic unit conversion and responsive UI.
- Designed a dynamic UI in Unity allowing users to input a budget and select multiple categories via a custom multiselect dropdown.
- Technology Used: Unity 3D, AR Foundation, C#, Visual Studio Code.
- [GitHub Link](#)

## **PERSONAL PROJECTS**

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### **• Unity 3D Platformer (Rocket Boost)**

*An action 3D platformer game, made using C# and Unity Engine*

- Implemented landing logic using angle, speed, and stability checks to ensure precise rocket landings.
- Built trigger-based explosion effects with responsive environmental interactions during rocket collisions.
- Designed an explosion system with 8 synced sounds and visuals for an immersive player experience.
- Implemented a responsive UI navigation system for seamless in-game interactions and smooth player controls.
- Developed precise rocket movement and controls using Unity's new Input Management system for improved game-play dynamics.
- Technology Used: Unity 3D, C#, Visual Studio.
- [Play the Game on Itch.io](#)

## **TECHNICAL SKILLS AND INTERESTS**

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**Languages:** C++, C#

**Libraries :** C++ STL, Cinemachine, Unity Input System

**Development Tools:** Unity Engine, Visual Studio, Blender3D

**Relevant Coursework:** Unity and C# Basics (Certificate)

**Soft Skills:** Creativity, Self Learning