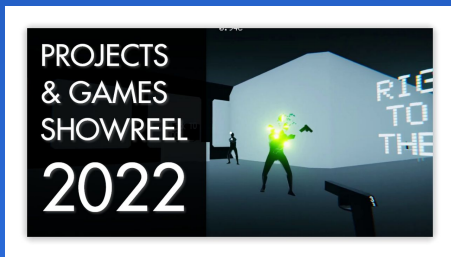




about me.

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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[Portfolio Website](#)

education.

IIT GANDHINAGAR, 2019 - 23 | **CPI 8.33 / 10**

Majors in **Mechanical Engineering** with minors in both **CSE & Design**

work experience.

Game Developer, CrazyLabs

(Aug 2021 - Mar 2022)

- Led partner game studio in the creation of hyper casual games, resulting in development of [6 prototypes](#), [30 concept pitches](#) & 1 market-ready game.
- Oversaw the ideation & development process, resulting in the creation of high-quality and innovative games with potential for wide audience appeal.

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

(May 2022 - July 2022)

- Provided technical art & design assistance to the [19SOB](#) team at Florida Interactive Entertainment Academy (FIEA) on their capstone project, including work on shader & gameplay programming, and the development of particle & VFX systems under guidance of Prof. [Ron Weaver](#) & [Chris Roda](#).
- Curated development logs and documentation that can be found [here](#).

positions of responsibility.

Secretary, Game Dev Club, IIT Gandhinagar

(Aug 2020 - Apr 2021)

- Selected as the secretary during my sophomore year itself and guided over 100 game developers about Unity and the basics of game development.
- Organized & led AR workshop attended by 300+ people from multiple IITs and NITs, where I taught Unity & Vuforia for AR application development.
- Successfully organized [GameJam 2020 AD](#), the third largest Indian game jam on itch.io at the time, with 600+ people submitting 90+ games.
- Led a 7-week project to publish a game each week for college community.
- Built connections with big hypercasual studios like Kwalee & CrazyLabs.

Technical Secretary, IIT Gandhinagar

(Apr 2022 - Present)

- Leading a team of 35 people across various technical disciplines, pioneering the Institute's maiden Student Satellite Programme, student led courses, technical fests, while building spaces for technical Innovation, among others.
- Led as IIT Gandhinagar's Contingent Leader to a historic achievement of securing 3 medals and an overall 13th position in Inter IIT Tech Meet 2023, marking the highest achievement by IIT Gandhinagar in any Inter IIT event.

achievements.

- Recipient of the **Director Fellowship Award** at FIEA, University of Central Florida- awarded to the best applicants for MS degree in Interactive Media.
- **Ranked #22**, out of 10k+ participants, Brackeys Game Jam 2021.1.
- **Ranked #1**, Jamboost Game Jam out of 300+ participants, won \$1000.
- Received **Silver Medal** at Inter IIT Tech Meet for IGDC Gamedev Challenge
- Developed games **downloaded over 447K+** and **played 2M+ times**.
- **1 of 27** student-authors published in Cobalt Blue among students of DPS.
- **1 of 100** students selected for Chennai Mathematical Institute in 2019.
- **Ranked #2 Nationally**, Indian Commerce Olympiad (Maths, Aptitude).
- Received **11/10** grade in MS 403: Engineering Entrepreneurship course.
- Recipient of **Teaching Certification** from IIT Gandhinagar.
- **Top 0.4 percentile** in JEE Mains & **0.3 percentile** in JEE Advanced.

relevant coursework.

Past: **DES 499** Jantar Mantar Reconstruction, **CS 499** SDFNet (Graphics Research), **DES 492-1** Gaming New Worlds, **MS 403** Engineering Entrepreneurship, **ES 102** Introduction to Computing, **ES 201** Introduction to Design and Innovation, **ES 101** Engineering Graphics, **DES 391-1** Board Games, **DES 692** Visual Design for Academia

Ongoing: **ES 301** Data Structures and Algorithms II, **DES 302** Creativity, Design and Doing, **DES 392-2** Information Design, **CS 328** Introduction to Data Science

