



# ANURAG MORE

COMPUTER SCIENCE  
ENGINEER | STUDENT

## / CONTACT DETAILS

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## / SKILLS

### >>Languages

- > C++
- > C#
- > JAVA
- > JAVASCRIPT
- > PHP
- > TYPESCRIPT
- > SQL

### >>FRAMEWORKS

- > ReactJS
- > NodeJs
- > ExpressJs
- > ElectronJs
- > NextJS
- > PhaserJs

### >>TOOLS

- > AWS
- > GIT & GITHUB
- > MongoDB
- > Firebase
- > Android Studio
- > Unity 3d
- > Blender

## / ORGANISATIONS

- >>Coordinator of Mtri'x  
(Programming club of SGGs)
- >>Coordinator of Pragyaa  
(Web-development and advertisement committee)

## / ABOUT ME

I am a self-taught game developer, I enjoy developing ideas that live on the internet, whether that be a game, website, application or anything in between. My goal is to develop products that provide performant, responsive and pixel-perfect experience.

## / WORK EXPERIENCE & PROJECTS

### >>Electron @ Errorists

- > Electron is a fast-paced, hyper-casual, arcade game developed in Unity3D.
- > It was initially developed for brackets game jam in 5 days where it secured 77th rank, and it is now available on play store also.
- > Used Google play api's for leaderboards also Unity Ads SDK for in-game ads.

### >>E-Mandi @ SIH2020

- > Farmer-Consumer portal, developed using MERN stack in 22 hours.
- > We secured 7th rank in internal hackathon with this project.
- > Used JWT for authentication, Redux for managing states, Nodemailer for email notification.

### >>Portfolio @ (Personal)

- > Minimal & Highly responsive personal portfolio website.
- > Developed using React+NextJs for better SEO and fast loading speed.
- > Implemented data fetching from markdown files to keep the code clean and manageable.

## / EDUCATION

- >>B.tech in Computer Science @ SGGsIET  
2017 - current

## / INTRESTS

- > Designing
- > 3d modelling
- > Competitive Programming
- > Learning new technologies
- > Gaming

