

Anvesha Rathore

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SKILLS

Game Development:	Unity (2D/3D), C#, Unreal Engine (beginner), Level Design, UI Systems
Programming Languages:	Java, JavaScript, Python
Databases:	MySQL Server, MongoDB
Developer Tools:	Git, Maven, Postman, VS Code

PROJECTS

DSA Adventure Game (Unity 2D) June 2025

- Built a 2D game that teaches DSA concepts through gameplay, covering Graphs and Linked Lists.
- Designed complete UI, levels, and interaction flow.
- Implemented GameManager and LevelManager systems for state control.
- Added puzzle mechanics where players solve structure-based tasks to progress.
- Focused on clarity, simplicity, and educational value in gameplay design.

3D Horror Escape Game (Unity 3D) April 2025

- Created a first-person horror escape game with a clear objective: find the gun, defeat the predator, and escape.
- Implemented player movement, camera control, environment interaction, and trigger-based events.
- Built the predator chase system with basic AI behavior for pursuing the player.
- Added shooting mechanics, damage systems, and victory/defeat conditions.
- Focused on atmosphere using lighting, layout, and chase tension.

Spaceship Animation (Unreal Engine) February 2025

- Modeled a basic spaceship and applied simple material effects.
- Created introductory animations using Unreal's Sequencer.
- Learned Unreal Engine fundamentals: viewport navigation, timelines, and blueprint basics.
- Explored early concepts of movement logic and animation blending.

Ocean Buoy Cinematic Scene (Blender) January 2025

- Created a full 3D ocean storm environment using Blender's geometry nodes, shaders, and volumetric fog.
- Modeled and textured a buoy with realistic materials and lighting.
- Simulated ocean waves, rain, and reflection behavior to match real-world storm conditions.
- Composed and rendered a cinematic atmosphere focused on mood, lighting, and realism.
- Learned principles of environment art, composition, and shader control used in modern game cinematics.

EDUCATION

Vellore Institute of Technology (VIT), India	August 2022 - May 2026
Bachelor of Technology - Computer Science & Engineering in Gaming Technology	

CERTIFICATION

Complete C# Unity 3D Game Development in Unity 6 — Udemy

- Learned C# for game development and built multiple 3D game projects.
- Gained hands-on experience with Unity workflows, game mechanics, and project structure.
- Covered core topics including player movement, physics, interactions, level systems, and C# scripting.

INTERESTS

- AR/VR Experiences & Immersive Gameplay
- High-Quality Story-Driven Games
- 3D Environment Art & Realistic Visuals (Blender/Unity)