

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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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 Bachelor of Technology - Computer Science & Engineering in Gaming Technology	August 2022 - May 2026
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CERTIFICATION

Complete C# Unity 3D Game Development in Unity 6 — Udemy
<ul style="list-style-type: none">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)