



# DEVAANSH KUSHWAHA

## VFX HEAD AT UPES ACM STUDENT CHAPTER

### ABOUT ME

B.Tech Computer Science student specializing in Cyber Security with hands-on experience in software development, game development, hackathons, VFX and open-source projects . Strong problem-solving skills, experience with Python, C, Java, HTML, CSS and Unity, and a passion for building real-world technical solutions. Seeking an internship opportunity.

### EDUCATION

#### Delhi Public School

2013-2015

#### St.Joseph's School

2015-2024

#### University of Petroleum and Energy Studies

B.Tech CSE specialization Cyber security  
2024-Current

### SKILLS

VFX & Motion Design	<div style="width: 80%;"></div>
Networking Basics	<div style="width: 85%;"></div>
Cyber Security	<div style="width: 80%;"></div>
Critical Thinking	<div style="width: 80%;"></div>
Python Programming	<div style="width: 80%;"></div>
Problem Solving	<div style="width: 80%;"></div>

### LANGUAGE

- English
- Hindi

### PROJECTS

- **Bubble Labyrinth (Global Game Jam 2025)** 2025  
[LIVE DEMO](#)
  - Developed a 3D puzzle-based escape game using Unity and C#.
  - Contributed to gameplay logic, level design, and debugging under a 48-hour deadline
- **Skill Chain (Blockchain Project - WCHL 2025)** 2025  
[LIVE DEMO](#)
  - Designed a blockchain-based solution for skill verification.
  - Qualified for the regional round of WCHL 2025.
- **21 Days of code**  
[Repository Link](#) 2024
  - Solved 50+ coding problems focusing on data structures and algorithms.
  - Participated in multiple quizzes and assessments.
- **100 Days of Code**  
[Repository Link](#)
  - Completed the 100 Days of Code challenge by making daily coding contributions for 100 days. Built and documented solutions for DSA problems, quizzes, and algorithm tasks using C, improving consistency, problem-solving, and Git practices.

### LEADERSHIP & EXPERIENCE

#### VFX Head – UPES ACM Student Chapter

- Led VFX and creative content development for events and promotions.

### INTERESTS

- Cyber Security, Game Development, Open Source, VFX