Anusheel Soni

957-585-4009 | anusheelsoni4@gmail.com | github.com/eroxion | leetcode.com/u/eroxion | linkedin.com/in/anusheel-soni

Education

VIT Bhopal University	Bhopal, Madhya Pradesh
B.Tech in Computer Science and Engineering (Gaming Technology), CGPA: 8.60/10	Sep 2022 – Jun 2026
Little Angels High School	Gwalior, Madhya Pradesh
Senior Secondary (12th), CBSE Board, Percentage: 81.8%	Jul 2021 – Jun 2022
Little Angels High School	Gwalior, Madhya Pradesh
Secondary (10th), CBSE Board, Percentage: 82.6%	Jul 2019 – Jun 2020

Skills

Technical Skills: Unity, C#, C++, DSA, OOPS, Unreal Engine, Git, AR/VR/XR Development, Sound Design (FL Studio, Audacity)

Soft Skills: Strong Communication, Teamwork, Leadership, Creativity, Interpersonal Communication, Collaboration, Logical Thinking

Languages: Hindi, English

Work Experience

IDZ Digital Private Limited – *Unity Game Developer, Remote* — Jan 2025 – Apr 2025
- Designed 10+ prototypes for 2D/3D and AR/VR/XR games, integrating designer feedback to enhance gameplay for 5+ projects.
- Collaborated with 4 game designers, and 3 game developers to refine game mechanics, contributing to production-ready assets for client demos.

Absurd Software – *Music/SFX Designer, Remote* — Oct 2024 – Feb 2025
- Created 50+ sound effects and 5 background music tracks for *House of Heists*, earning top-10 recognition at IGDC 2024.
- Conducted playtesting and delivered 10+ feedback reports, improving game polish and user experience for 100+ testers.

IEEE Student Chapter – *Core Member, VIT Bhopal University* — May 2024 – May 2025
- Coordinated 2 coding events, including Beyond Level 0 hackathon with 200+ participants, streamlining Git deployments for 50+ projects.

Virtual Reality and Gaming Club – *Core Member, VIT Bhopal University* — Sep 2024 – May 2025
- Executed 2 game jams (50+ offline, 137 online participants), boosting participation by 95% through technical workshops.

Projects

Brahm – *Unity, C#* — Apr 2024 – Jun 2024
- Programmed gameplay mechanics and level design, achieving 65 views and 10 downloads on itch.io with positive scalability feedback.
- Integrated handmade assets from a 4-member team, enhancing immersive puzzle and audio experiences for meditative gameplay.

Flappy Bird Replica – *JavaScript, Phaser.js, WebGL* — Dec 2023
- Built a WebGL game in under 24 hours, experimenting with modular game logic to optimize framework understanding.
- Modified gameplay systems, conducting 5+ iterations to improve responsiveness and player engagement.

Activities

Gamedev.tv Game Jam – *Online Participant, itch.io* — Jun 2024 – Jun 2025
- Created 2 solo games in 7-day game jams, one in 2024 (1086 participants) and one in 2025 (1023 participants), developing 10+ unique mechanics from scratch.

Achievements

Smart India Hackathon 2025 – *Qualified in Internal Round, VIT Bhopal University* — Sep 2024
- Developed a solution in a 6-member team, for a problem statement with 500+ national submissions.

Bug Bonanza – *First Place, GeeksforGeeks, VIT Bhopal* — Dec 2023
- Solved 5+ DSAs and logical puzzles, outperforming 300+ participants across 110+ teams to earn GFG certification.

Certifications

Human Computer Interaction (Elite + Gold Medal) – *NPTEL Online*	May 2025
Cloud Computing (Elite + Gold Medal) – *NPTEL Online*	Nov 2024
Unity and C# Basics – *Meta Coursera*	Dec 2023
Python Essential Training – *LinkedIn Learning*	Feb 2023

Interests

Hobbies: Football, Video Games, Cardistry, Magic, Singing, Dance, Reading, Traveling

Interests: Music Production, Technology, Computers, Writing, Movies, Game Design