

# Anusheel Soni

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## Education

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

<b>IDZ Digital Private Limited</b> – <i>Unity Game Developer, Remote</i>	Jan 2025 – Apr 2025
<ul style="list-style-type: none"><li>Designed 10+ prototypes for 2D/3D and AR/VR/XR games, integrating designer feedback to enhance gameplay for 5+ projects.</li><li>Collaborated with 4 game designers, and 3 game developers to refine game mechanics, contributing to production-ready assets for client demos.</li></ul>	
<b>Absurd Software</b> – <i>Music/SFX Designer, Remote</i>	Oct 2024 – Feb 2025
<ul style="list-style-type: none"><li>Created 50+ sound effects and 5 background music tracks for <i>House of Heists</i>, earning top-10 recognition at IGDC 2024.</li><li>Conducted playtesting and delivered 10+ feedback reports, improving game polish and user experience for 100+ testers.</li></ul>	
<b>IEEE Student Chapter</b> – <i>Core Member, VIT Bhopal University</i>	May 2024 – May 2025
<ul style="list-style-type: none"><li>Coordinated 2 coding events, including Beyond Level 0 hackathon with 200+ participants, streamlining Git deployments for 50+ projects.</li></ul>	
<b>Virtual Reality and Gaming Club</b> – <i>Core Member, VIT Bhopal University</i>	Sep 2024 – May 2025
<ul style="list-style-type: none"><li>Executed 2 game jams (50+ offline, 137 online participants), boosting participation by 95% through technical workshops.</li></ul>	

## Projects

<b>Brahm</b> – <i>Unity, C#</i>	Apr 2024 – Jun 2024
<ul style="list-style-type: none"><li>Programmed gameplay mechanics and level design, achieving 65 views and 10 downloads on itch.io with positive scalability feedback.</li><li>Integrated handmade assets from a 4-member team, enhancing immersive puzzle and audio experiences for meditative gameplay.</li></ul>	
<b>Flappy Bird Replica</b> – <i>JavaScript, Phaser.js, WebGL</i>	Dec 2023
<ul style="list-style-type: none"><li>Built a WebGL game in under 24 hours, experimenting with modular game logic to optimize framework understanding.</li><li>Modified gameplay systems, conducting 5+ iterations to improve responsiveness and player engagement.</li></ul>	

## Activities

<b>Gamedev.tv Game Jam</b> – <i>Online Participant, itch.io</i>	Jun 2024 – Jun 2025
<ul style="list-style-type: none"><li>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.</li></ul>	

## Achievements

<b>Smart India Hackathon 2024</b> – <i>Qualified in Internal Round, VIT Bhopal University</i>	Sep 2024
<ul style="list-style-type: none"><li>Developed a solution in a 6-member team, for a problem statement with 500+ national submissions.</li></ul>	
<b>Bug Bonanza</b> – <i>First Place, GeeksforGeeks, VIT Bhopal</i>	Dec 2023
<ul style="list-style-type: none"><li>Solved 5+ DSAs and logical puzzles, outperforming 300+ participants across 110+ teams to earn GFG certification.</li></ul>	

## Certifications

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

## Interests

**Hobbies:** Football, Video Games, Cardistry, Magic, Singing, Dance, Reading, Traveling  
**Interests:** Music Production, Technology, Computers, Writing, Movies, Game Design