

Anusheel Soni

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Education

VIT Bhopal University

B.Tech in Computer Science and Engineering (Gaming Technology), CGPA: 8.60/10

Little Angels High School

Senior Secondary (12th), CBSE Board, Percentage: 81.8%

Little Angels High School

Secondary (10th), CBSE Board, Percentage: 82.6%

Bhopal, Madhya Pradesh

Sep 2022 – Jun 2026

Gwalior, Madhya Pradesh

Jul 2021 – Jun 2022

Gwalior, Madhya Pradesh

Jul 2019 – Jun 2020

Work Experience

IDZ Digital Private Limited – Unity Game Developer, Remote

Feb 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

Brahma – 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

Jan 2024

- 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

May 2025

- Developed a solution in a 6-member team, for a problem statement with 500+ national submissions.

Bug Bonanza – First Place, GeeksforGeeks, VIT Bhopal

May 2024

- 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

Jun 2025

Unity and C# Basics – Meta Coursera

May 2024

Python Essential Training – LinkedIn Learning

Feb 2023

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

Interests

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

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