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: 8.62/10　　　Sep 2022 – Jun 2026

Skills

Technical Skills: Unity, C#, C++, DSA, OOPS, Git, FL Studio
Certifications: Unity and C# Basics (Meta Coursera), Python Essential Training (LinkedIn Learning)
Soft Skills: Strong Communication, Teamwork, Leadership, Creativity

Work Experience

IITianCraft | Game Developer Intern and Team Lead, Remote　　　　　**Jul 2025 – Present**
- Crafted 3 2D and 3D games in Unity, targeting client projects, and authored clean C# code to streamline mechanics and UI.
- Led a 7-member team, assigned roles and timelines, and delivered polished builds through weekly reviews.

IDZ Digital Private Limited | Unity Game Developer Intern, Remote　　　**Jan 2025 – Apr 2025**
- Developed 10+ 2D, 3D, and AR/VR/XR games with Unity and C#, incorporated designer feedback, and boosted gameplay performance by 15%.
- Directed 4 designers to refine mechanics and guided the prototyping of their game ideas.

Absurd Software | Music/SFX Artist Intern, Remote　　　　　　　　　**Oct 2024 – Feb 2025**
- Constructed 50+ sound effects and background music tracks for *House of Heists* and secured a top-10 ranking at IGDC 2024.
- Orchestrated iterative playtesting, delivered 12 feedback reports, and elevated game polish and user experience.

Projects

Tic Tac Toe 2D | Game Developer　　　　　　　　　　　　　　　　　**Jun 2025**
https://strange-erox.itch.io/tic-tac-toe
- Designed a 2D Tic-Tac-Toe game in Unity 6 with C# in 2 days, embedded 1 vs 1 and 1 vs PC modes, and utilized Minimax AI for challenging gameplay.
- Architected a responsive UI with Unity UI Elements and TextMeshPro, merged audio to increase user satisfaction by 30%.
- Leveraged Scriptable Objects for modular tile data management and reinforced scalability and clean code structure.
- Optimized performance for mobile deployment, reduced load times by 20% with Unity's Profiler.

Brahm | Game Developer　　　　　　　　　　　　　　　　　　　**Apr 2024 – Jun 2024**
https://strange-erox.itch.io/brahm
- Created a Unity game promoting Indian culture and spirituality, combined assets from a 4-member team, and presented 8 immersive puzzle and audio experiences.
- Implemented modular C# game logic and interactive systems across 10 levels, applied audio-visual feedback loops with sound triggers and particle effects, and enhanced immersion by 40%.
- Authored a narrative-driven experience focusing on self-discovery and existential themes and amplified player engagement with spiritual symbolism.

Flappy Bird Replica | Game Developer　　　　　　　　　　　　　　　**Dec 2023**
https://eroxion.github.io/Flappy-Bird-WebGL/
- Built a WebGL-based Flappy Bird replica in under 24 hours with Phaser.js, integrated arcade physics for smooth bird movement and pipe collisions.
- Engineered modular JavaScript game logic and included animated sprites, scoring, and audio (background music, sound effects targeting collisions and points).
- Optimized rendering for browser compatibility, ensured lightweight performance and responsive controls across devices.

Extracurriculars

Virtual Reality and Gaming Club | Core Member, VIT Bhopal University　　**Sep 2024 – Jul 2025**
- Organized 2 game jams (50+ offline, 137 online participants) and increased participation with Unity-focused workshops.

Smart India Hackathon 2024 | Qualified in Internal Round, VIT Bhopal University　**Sep 2024**
- Pioneered a solution in a 6-member team, addressing a problem statement with 500+ national submissions.

IEEE Student Chapter | Core Member, VIT Bhopal University　　　　　**May 2024 – Jan 2025**
- Managed 2 coding events with 250 participants and streamlined Git deployments for 60 projects.

Bug Bonanza | First Place, GeeksforGeeks, VIT Bhopal　　　　　　　　**Dec 2023**
- Solved 4 DSAs and logical puzzles, outpacing 320 participants across 115 teams.

Additional

Hobbies: Football, Music Production
Interests: Technology, Game Design
Languages: Hindi, English