

Himanshu Kushwah

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Introduction

Results-driven Game Developer pursuing a B.Tech in Gaming Specialization at VIT Bhopal University, with hands-on experience in Unreal Engine 5 and Unity 3D. Skilled in game level design, environment storytelling, and gameplay mechanics integration to craft immersive player experiences. Adept at technical problem-solving, optimization, and world-building. Passionate about pushing creative boundaries and seeking opportunities to contribute to innovative game development projects.

Education

Vellore Institute of Technology

Nov 2022 – May 2026



Bachelor of Technology- CSE Specialization in Gaming Technology

- GPA: 9.07/10
- **Coursework:** Computer Architecture, Computer Networks, Operating System, Data Structure and Algorithms, Computational Theory and Compilers, Programming in Unity, Physics in Game Development, Game Ai, 3D Design and Modelling.

Projects

Valdoria: The Lost Capital (Solo Project, Unreal Engine 5)

2025

- **Description:** Currently developing a semi-open world RPG where players embark on a quest to **uncover the royal treasure of Valdoria**. The game features an expansive environment, interactive gameplay, and strategic combat mechanics. **Two months into development**, significant progress has been made on core mechanics and world design.
- **Features:** Implemented AI-driven enemies with behavior trees, patrol behaviors, and real-time adaptability. 5+ weapons, interactive puzzles.Developed multiple boss fights with unique AI phases, reactive physics. There will be mainly 5 Open world areas with different biomes, bosses and Quest.
[Screenshots of the Game](#) 
[Official Trailer of the Game](#) 

Ar Tennis Game (Group Project)

2024

- **Description:** Developed for **Project Exhibition 2** , this innovative game introduces a unique, hands-free control system where players interact using **color recognition or palm gestures** instead of traditional keyboard inputs.
- **Features:** The opponent **tracks the player's ball movement** and responds with either a **light throw or a smash**, creating an engaging and reactive gameplay experience.
- **Tools Used:** OpenCV, Python, Unity 3D, TCP/UDP Networking, Computer Vision Algorithms.

Banana Multiplier (Group Project)

2023

- **Description:** Developed for **Project Exhibition 1**, this **2D side-scrolling game** features a monkey throwing numbers at a banana to reach **zero**.
- **Features:** Players use **addition, multiplication, and division** to manipulate numbers strategically.
- **Tools Used:** Unity 2D

Skills

- **Game Development:** Unreal Engine 5 (Blueprints), Unity 3D (C# Basics)
- **Game Design:** Level design, concept art generation
- **Art & Media Tools:** Krita, Adobe Photoshop, DaVinci Resolve
- **Programming & Databases:** MySQL, C#
- **Soft Skills:** Strong organizational and time-management skills

Certificates

Unreal Engine UI Design : Advance Inventory System - Udemy

[Certificate](#) 

UE5 : Soulslike Melee Combat System - Udemy

[Certificate](#) 

Meta : Unity and C Basics - Coursera

[Certificate](#) 

NPTEL: Foundations of Cyber Physical Systems, IIT Kharagpur

[Certificate](#) 

AWS Academy Graduate - AWS Academy Cloud Foundations

[Certificate](#) 