PIYUSH GAUR

Game Programmer

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PROFILE

Hi, I'm a passionate game developer specialising in Unity and gameplay programming. Skilled in game mechanics, and performance optimisation for PC and mobile. Focused on player experience, storytelling, and innovative game design.

PROJECTS

Square

Game Programmer, Designer, Unity.

Square is a minimalist puzzle game where players guide a square to the goal, stepping on each tile only once before it disappears. Every move matters, requiring careful planning to avoid dead ends. Simple yet strategic, it's perfect for fans of logical puzzles and spatial reasoning.

Skyward Dash

Game Programmer, Game Designer, Level Designer, Unity.

So you think you're smart? This puzzle game will prove you wrong. Push, step, and bend reality—just don't expect logic to save you.

Fear In The Mind

Game Programmer, Unity, Level Design, Game Designer.

"Fear In The Mind" is my first ever 3D psychological horror game. The game aims to evoke a sense of fear and confinement, immersing the player in a claustrophobic environment.

EDUCATION

B.sc (Hons.) in Computer science and Game Development

Backstage Pass Institute of gaming and technology

📅 2022 - 2026

12th Telangana Board(Maths)

Sri Chaitanya

📅 2019 - 2021

SKILLS

Game Programming   **C#**   **Java**   **C++**   **Unity C# scripting**   **Game Design**   **Level Design**

Communication Skills   **Prototyping**

SOFTWARE/TOOLS

Unity   **Github**   **Figma**

Photoshop