

ROHIT VARU

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SKILLS

- ❖ Unity Engine, Blender
- ❖ HTML, CSS, JavaScript
- ❖ C++/C#

EDUCATION

- ❖ B.Tech IT | SPU
 - ❖ XII (GBSE) | School
- CGPA: 8.2 | (Date)
79.4% | 2021

EXPERIENCE

No such experience current time.

ACADEMIC PROJECTS

- ❖ **Cube Runner:**
 - A simple Cube Runner game; this is my first project in Unity.
 - I followed Brackeys' YouTube playlist for a basic cube game. Through this, I learned a lot about Unity, including file setups, prefabs, score logic, and some game UI elements.
- ❖ **Survival Game:**
 - This is my second project, but it is not complete yet. I have implemented joystick movement and some animations.
 - It is intended to be an Android game, but working on Android compared to PC has been challenging for me.

ACHIEVEMENTS / HOBBIES

- I achieved a gold medal in kabaddi at the college level.
- I love playing outdoor games; it is one of my hobbies.
- Sometimes I enjoy drawing and watching cartoons.