# Varun Sangani

B.E. (Hons.) in Computer Science from BITS Pilani, Dubai Campus

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## WORK EXPERIENCE

### Intern
Mahindra and Mahindra

*06/2016 – 08/2016*                                    *Mumbai, India*
*Achievements/Tasks*
- Worked on Cisco Packet Tracer and Putty
- Partook in sales meetings which involved discussion of various products

### Junior Game Developer Intern
Games2Win India Pvt. Ltd.

*08/2018 – 12/2018*                                    *Mumbai, India*
*One of the Leading Mobile Game Development Company in India*
*Achievements/Tasks*
- Worked on iOS and Android games both.
- Was lead programmer on two different game updates
- Integrating Ad SDKs for both Android and iOS
- Worked on UI Programming

### Junior Game Developer Intern
Pocket Aces Pictures Pvt. Ltd.

*03/2019 – Present*                                    *Mumbai, India*
*With it's famous app on Android Store, called Loco, merging their company with GameBlitz app owner TapCubeStudios, I work on the Loco Arena section.*
*Achievements/Tasks*
- Developing Unity Games
- Developing multiplayer functionality for Games

## EDUCATION

### Virtual Reality Specialization Course
University of London, Coursera

*07/2018 – 12/2018*
*Courses*
- Introduction to Virtual Reality
- 3-D Interaction Design in Virtual Reality
- 3-D Models for Virtual Reality
- Building Interactive 3-D Characters and Social Virtual Reality

### Bachelor of Engineering
Birla Institute of Technology Pilani, Dubai Campus ↗

*08/2014 – 06/2018*                                    *CGPA: 7.75*
*Courses*
- Thesis on Virtual Reality Suit

## SKILLS

Research   Management   Leadership

Planning and Organizing   Analytical

## COURSES

Comprehensive C# Unity 2D Game Engine Course
*Udemy.com*

Making VR Games using Unity 3D - Game Engine Course
*Udemy.com*

Blender - 3D Objects Creator
*Udemy.com*

## PERSONAL PROJECTS

Virtual Reality Tour of BITS Pilani Dubai Campus (12/2017 – 02/2018)
*Developed an Android application and a Web Application for tour of BITS Pilani, Dubai Cmpus as a part of my thesis in VR.*

## LANGUAGE

C#     ● ● ● ● ○

MySQL  ● ● ● ○ ○

## SOFTWARES

Unity 3-D Game Engine   Blender   Microsoft Office

Adobe Photoshop