



Varun Sangani

Student

Game Design and Development Enthusiast.

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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
- Interned for a month each in Software and Hardware Departments
- Completed a project on Blue Coat Proxy while monitoring computers in the IT Department
- Partook in sales meetings which involved discussion of various products

PERSONAL PROJECTS

Virtual Reality Tour of BITS Pilani Dubai Campus
(08/2017 – 12/2017)

- Developed an Android Application using Unity 3-D Game Engine

Web-app of Virtual Reality Tour of BITS Pilani Dubai Campus (03/2018 – Present)

- Developing a web-app that could be integrated with University Website

EDUCATION

Virtual Reality Specialization Course

University of London, Coursera

07/2018 – Present

Courses

- Introduction to Virtual Reality
- 3-D Models for Virtual Reality
- 3-D Interaction Design in Virtual Reality
- Building Interactive 3-D Characters and Social Virtual Reality
- Making your first Virtual Reality Game

Bachelor of Engineering

Birla Institute of Technology Pilani, Dubai Campus

08/2014 – Present

7.75

Courses

- Thesis on Virtual Reality Suit

SKILLS

Research

Management

Leadership

Planning and Organizing

Analytical

COURSES

Comprehensive C# Unity 2D Game Engine Course
(03/2018 – Present)

Udemy.com

Making VR Games using Unity 3D - Game Engine Course

Udemy.com

Blender - 3D Objects Creator

Udemy.com

ORGANIZATIONS

Geeky Bear (01/2017 – Present)

One of the founding members of the Game Design and Development Club in University

Student Council (08/2017 – Present)

Student Council is an elected body that represents the students and act as a bridge between the students and the director of the university.

LANGUAGE

C# ● ● ● ● ○

Python ● ● ● ○ ○

Java ● ● ● ● ○

MySQL ● ● ● ○ ○

SOFTWARES

Unity 3-D Game Engine

Blender

Microsoft Office

Adobe Photoshop