Shefali Dewangan

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EDUCATION

VIT Bhopal University, Bhopal, Madhya Pradesh	November 2022 – November 2026
Bachelor of Technology in Computer Science Engineering (Gaming Technology)	*CGPA: 8.88*

TECHNICAL SKILLS

Languages: C#, Blueprints, Java, HTML, CSS, Python, C++
Frameworks/Libraries/Engines: Unity, Unreal Engine
Relevant Coursework: Game Programming using Unity, Physics of Game Development, AR/VR in Gaming

PROJECTS

Scalvage | *Unity 2D, C#*   December, 2024
- Engineered a 2D side-scroller one-run game using Unity, creating a seamless and engaging gameplay loop within 16 days for Secret Santa Game Jam 24.
- Designed pixel-art for the organ-trafficking surgeon and grotesque enemies inspired by dismembered body parts, with eerie, unnatural movements to evoke psychological horror.
- Developed a story-driven experience, immersing players in the psychological turmoil of an organ-trafficking surgeon, battling grotesque enemies like body parts and navigating through a cold, nightmare-like world.
- Scripted AI for enemies, including dismembered eyes, heads, legs, and hands, enabling dynamic, unpredictable behaviors like erratic movement patterns and reactive responses to player actions, heightening tension and immersion.

Sky Island Warfare | *Unreal Engine 5.3, Team Project*   February, 2024
- Developing an arcade VR aircraft flying game, using Blueprints and C++ in Unreal Engine.
- Utilized complex vector math and unreal functions to make full VR base aircraft controls.
- Implemented a flying system for the player aircraft, using real world parameters such as velocity, acceleration, drag etc.

FPS Shooter | *Unreal Engine 5.4*   March, 2025 - Present
- Building a first-person shooter using Unreal Engine 5.4 with Blueprints and C++.
- Implemented sprinting mechanic with smooth camera FOV transition and input-based movement control.
- Integrated weapon-holding system and adjusted character hand bones via Blueprint IK for realistic grip.

CERTIFICATIONS

Unity and C# Basics: **Meta, Coursera**, December 2024
Foundations of Cyber Physical Systems: **IIT Kharagpur, NPTEL**, January 2024

ADDITIONAL INFORMATION

Member of VR and Gaming Club: Volunteered and helped in orchestrating multiple events like, project showcasing, creating an interest in high school students to pursue game development and freshers' orientation in the VRGC Club.
Blender: Fairly accustomed to making 3D models in Blender
Video Games: 300+ hours of gameplay experience fueling insights into game design, mechanics, and player behavior.