AARUNI VERMA

GAME DEVELOPER AND PROGRAMMER

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PROFESSIONAL SUMMARY

I am a BCA graduate in Game Development with a strong foundation in Unity 2D and 3D, gained through collaborative semester projects with college teams. I have actively participated in three Game Jams, refining my rapid prototyping and problem-solving skills, and attended IGDC Hyderabad to stay updated with industry trends. During my six-month tenure at Creaid Labs, I successfully developed and launched three 2D games, showcasing my ability to manage the complete game development lifecycle. My experience is backed by a passion for creating engaging, high-quality games and a commitment to continuous learning.

ACADEMIC BACKGROUND

SEAMEDU BANGALORE   2022 - 2025
BCA IN GAME DEVELOPMENT   8.1CGPA

Started Game Dev journey with Seamedu.
Attended Game Events, Jams, Projects, Team
Internships.
Doing my expertise in Game Programming.

KV OF KATNI (M.P)   2020 - 2022
COMMERCE STREAM   84.65%

Completed my 12th in Commerce stream.
Good in Accounting, Business subjects.
Can manage team work, and knows about
management, have leadership skills.

CORE SKILLS

GOOD AT-   UNITY ENGINE

UNITY 2D/3D   C++   C#

BEGINNER IN-   WEB DEVELOPMENT

UNREAL ENGINE

HTML   CSS   JAVA

WORK EXPERIENCES

CREAID LABS   Jan 2024 - June 2024
LEAD GAME DEVELOPER AND PROGRAMMER

Made three complete 2D games, in duration of 6
months as Programmer and Unity integration.

Used Construct engine for a 2d Game with
integration of Construct Blueprint.

ACHIEVEMENTS/ STRENGTHS

- Participated in 3 Game jams with team.
- Attended IGDC to get Inside Industry Knowledge
- Participated In Seamedu Awards 2 times.
- College Tournaments of Competitive Games.
- Good in Logic building for mechanics of games.
- Have played tons of AAA titles to get games knowledge.
- Good knowledge in management Have Leadership skills to manage team.