AARUNI VERMA

📞 +91 8871974547

✉ mohitverma5471@gmail.com

🌐 Portfolio Link

🏠 Bangalore, KARNATAKA 560043

GAME DEVELOPER AND PROGRAMMER

CAREER OBJECTIVE

Enthusiastic Unity Developer with 2 years of personal experience in designing, developing, and deploying interactive games and simulations. Proficient in C# programming and Unity's extensive toolset. Passionate about creating engaging player experiences and contributing to team success. Seeking a challenging role in a dynamic studio to further enhance game mechanics and optimize performance.

ACADEMIC BACKGROUND

SEAMEDU BANGALORE   2022 - 2025

Bachelor's in Game Development   8.1CGPA

- Focus on game programming, mechanisms, and multiplayer systems.
- Relevant coursework: Multiplayer Networking and Game Optimization.

CORE SKILLS

- **Game Engines:** Unity (Expert), Unreal Engine (Familiarity)
- **Programming Languages:** C#, JavaScript(UnityScript), Others - HTML, CSS.
- **Scripting:** AI behavior tree, physics-based mechanics, multiplayer programming etc.
- **Tools & Frameworks:** Photon Multiplayer, Unity DOTS, Design patterns, Unity Math and physics.
- **Version Control:** Git, GitHub, Bitbucket, Miro.
- **Soft Skills:** Leadership, Teamwork, problem-solving, and project management, Brainstorming.

PROFESSIONAL EXPERIENCE

Internship – Game Developer and Programmer.

Cre-aid Labs Bengaluru, Karnataka   [January/2024] – [June/2024]

- Developed core gameplay Mechanics for Casual genre of 2d and 3d games.
- Collaborated with artists and designers to integrate assets and refine user interfaces.

TOP 5 PERSONAL PROJECTS

- Shooting Multiplayer 3d game with unique ideation of gold theft presented in college game day.
- Small story mode Ex-planet 3d game with Guns upgradable and inventory system mechanism.
- Chameleon Endless runner Mobile game with color changing mechanism and object pooling.
- Parkour system story game with physics and unity math, ledge climbing and detection mechanisms.
- Kisan a Day a Casual farm game for Pc made in unity with inventory system.

ACHIEVEMENTS/ STRENGTHS

- Won Game Connect initiative by IGDC and GDAI and Got prize to attend IGDC.
- Made Three 2d games for Cre-aid labs as a lead programmer for an internship.
- Contributed in Keywords studios Global Game Jam 2024 and worked as a lead programmer.
- Attended IGDC , GDAI 2023 and 2024.
- Took Part in College Game Jams and Game showcases.