

AARUNI VERMA

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[Portfolio Link](#)
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GAME DEVELOPER AND PROGRAMMER

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.

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- **PROGRAMMING**
 UNITY ENGINE
 UNITY 2D/3D USING C#
 MULTIPLAYER GAME-DEV

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.

Won game Jam at 3rd position conducted by IGDC and GDAI And got IGDC Tickets to attend as guest.

ACHIEVEMENTS/ STRENGTHS

- Won Game Connect initiative by IGDC and GDAI.
- Made Three 2d games for Cre-aid labs as a lead programmer for an internship.
- Participated in Keywords studios Global Game Jam 2024 and worked as a lead programmer.
- Attended IGDC , GDAI 2023 and 2024.
- Participated in College Game Jams and There Game showcases.
- Good knowledge in Project management Have Leadership skills to manage team.
- Good in Logic building for mechanics of games.
- Have played tons of AAA titles to get games knowledge.