

EDUCATION

B.Tech, Cse With Specialization In Gaming Technology

VIT Bhopal University

2021 - 2025

Senior Secondary (XII), Science

Mithi Gobindram Public School

(CBSE board)

Year of completion: 2021

Percentage: 90.00%

Secondary (X)

Mithi Gobindram Public School

(CBSE board)

Year of completion: 2019

Percentage: 85.00%

INTERNSHIPS

Unity Developer Intern

Todquest Enterprises, Noida

Nov 2022 - Dec 2022

Worked on VR based project in Unity3D

POSITIONS OF RESPONSIBILITY

Team Leader in "Cafe Management System" and "Car Rush"

PROJECTS

Space Traveller

Jul 2022 - Sep 2022

<https://github.com/vansh09122003/Space-Traveller>

It is a 2d endless runner game developed using unity engine. This game is created from scratch. Even all the assets used are self created

Tetris

Dec 2021 - Jan 2022

<https://github.com/vansh09122003/Tetris>

It is my own version of famous nes Tetris. Completely build from Scratch. All assets are self made

Tic Tac Toe

Dec 2021 - Dec 2021

<https://github.com/vansh09122003/Tic-Tac-Toe>

Tried to create classic Tic Tac Toe in 3d. Build completely from Scratch. All assets are self developed

Cafe Management System

Jan 2021 - Jan 2021

<https://github.com/vansh09122003/Cafe-Management-System-Python>

It is a console based Cafe Management System developed using python and MySQL DB and has hindi and english as output preference. Created in a group of 2 people as a School Project

Car Rush

Jul 2022 - Present

<https://github.com/vansh09122003/Car-Rush>

It is a endless runner game developed using unity engine. Trying to develop an agent for the player. Made as a college project in a group for exploring mlagents unity package.

SKILLS

Unity Engine

Advanced

C#

Advanced

Unity 3D

Advanced

Python

Intermediate

Java

Intermediate

C++ Programming

Intermediate

HTML

Intermediate

.NET

Intermediate

JavaScript

Intermediate

CSS

Beginner

WORK SAMPLES

GitHub profile

<https://github.com/vansh09122003>