

SURYANSH SINHA

Lucknow, India

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PROFESSIONAL SUMMARY

B.Tech Computer Science Engineering (Gaming Technology) student with hands-on experience in Unity, Unreal Engine 5, C++, C#, and full-stack web development. Experienced in building interactive gameplay systems, responsive web applications, and deploying projects using modern development workflows. Seeking internship opportunities in software engineering, game development, and related technical domains.

TECHNICAL SKILLS

- Programming:** C++, C#, Python, JavaScript, SQL
- Web Development:** HTML5, CSS3, JavaScript, Responsive Design
- Game Development:** Unity Engine, Unreal Engine 5, Physics Systems, Gameplay Programming
- Tools & Platforms:** Git, GitHub, Vercel, Visual Studio, VS Code, Unreal Editor
- Concepts:** OOP, Component-Based Architecture, UI/UX Design, System Design

EXPERIENCE

Project Intern

May - June 2026

At IIT Delhi, India

- Contributed to a VR-based mine worker training simulator developed using Unity and C#.
- Worked on localization support and testing to enhance user accessibility and experience.
- Participated in debugging, feature validation, and iterative development under project mentorship.

EDUCATION

B.Tech Computer Science Engineering (Gaming Technology)

2024 - 2028

VIT Bhopal University, Sehore, India | CGPA: 8.0

RELEVANT COURSEWORK

Data Structures & Algorithms
Object-Oriented Programming
Database Management Systems
Operating Systems
Computer Networks

PROJECTS

Hidden Collector Game

May 2026

Unity | C# | Prototype

- Developed a 3D hidden-object exploration game in Unity using C#.
- Implemented collectible item mechanics, object interaction systems, and level progression.
- Built UI systems including main menu, level navigation, and game state management.
- Published a playable build on itch.io and managed version control using Git/GitHub.
- Download Game | Game Repo

AstroFitt – Fitness with Astrology Platform

March 2026

AI Mashup Hackathon | HTML, JavaScript, Full-Stack | Prototype

- Developed full-stack fitness website integrating astrology-based rewards and gamification systems.
- Completed responsive front-end interface with modern UX design
- Deployed backend infrastructure, database design
- Deployed frontend on Vercel with continuous integration pipeline; demonstrates rapid prototyping under time constraints
- Live Preview | Github Repo

2D Physics-Based Dragon Slide Game

November 2025

Unity | C# | Prototype

- Developed hill-climb style 2D prototype with realistic physics mechanics using Rigidbody2D
- Implemented terrain interaction system to simulate sliding physics on icy slopes
- Engineered collision detection, scoring system, and polished UI integration
- Structured codebase using component-based architecture with reusable C# scripts
- View Project | Gameplay Demo | Game Repo

3D Combat Prototype

September 2025

Unreal Engine 5 | C++ | Prototype

- Built third-person combat system with smooth player controls and responsive AI interaction
- Programmed enemy AI with patrol behavior, attack logic, and damage interaction mechanics
- Implemented combat system including attack triggers, hit detection, and damage handling
- Designed terrain-based environment optimized for gameplay testing and iteration
- Gameplay Demo

LANGUAGES

Hindi (Native) | English (Fluent)

AREAS OF INTEREST

Game Development | Full-Stack Web Development | Software Development | Cybersecurity | Quality Assurance | Real-time Systems | Open Source Contribution