

# Abhinav Jain

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## SUMMARY

Motivated Gaming Technology B.Tech student with proficiency in Unity, Unreal Engine, Blueprints, C#, C++, Python, and full-stack development. Experienced in designing and developing game prototypes, gameplay logic, puzzle mechanics, UI systems, Android games, and web applications. Interested in technical game design roles involving gameplay systems, scripting logic, balancing, documentation, playtesting, and iterative player-experience improvement.

## SKILLS

**Programming Languages:** Python, C++, C#

**Game Development:** Unity, Unreal Engine, Blueprints, Level Design, User Interface Design, Game Mechanics

**Technical Design:** Gameplay Systems, Prototyping, Scripting Logic, Playtesting, Gameplay Balancing, Documentation

**Development Tools:** Bitbucket, Git, Postman, Firebase, MySQL, APIs

**Soft Skills:** Coding Logic, Collaboration, Gameplay Improvement, Documentation

## WORK EXPERIENCE

### DeepSim (Intern)

July 2025 - December 2025

Unity Programmer

- Developed coding logic and user interface designs for game projects.
- Collaborated with peers to enhance game mechanics and improve overall gameplay experience.
- Created Android games by applying Unity development principles, C# logic, and practical game-development workflows.

## PROJECTS

### Enora

Jan 2025 - Apr 2025

Technologies: Unity

- Led game design and development for a 3D first-person puzzle prototype.
- Created puzzle mechanics, level design, interaction flow, and user interface elements.
- Iterated on gameplay clarity, challenge pacing, and the connection between levels and mechanics.

### Janadesh

2026

Technologies: React, TypeScript, Node.js, Express, PostgreSQL, Solidity, Capacitor

- Built a secure college voting platform for web and Android with OTP authentication, election management, candidate details, and vote submission.
- Implemented backend persistence, audit-friendly voting workflows, and smart-contract validation for election lifecycle and double-vote prevention rules.

## CERTIFICATIONS

### AI and Robotics

Techkriti, IIT Kanpur

### Unity and C# Basics

Meta

### Google AI Essentials

Coursera

## EDUCATION

### B.Tech, CSE (Gaming Technology)

2023 - 2027

Vellore Institute of Technology, Bhopal, 8.46 / 10

### Class X (CBSE)

2020 - 2021

RNS World School, Jhansi, 76.16%

### Class XII (CBSE)

2022 - 2023

RNS World School, Jhansi, 69.6%

## WORKSHOPS

- Participated in workshops focused on game development and artificial intelligence.
- Involved in Game Jam 2025 on Itch.io, contributing to team efforts and project development.

## LANGUAGES

Proficient in English and Hindi

## HOBBIES

**Hobbies:** Engaging in badminton, swimming, gaming, and binge-watching

**Interests:** Enthusiastic about technology, history, and philosophy