

# Anmol Mittal

## Career Objective

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As a detail-oriented and persistent game developer, I am seeking a position where I can leverage my skills to gain practical experience and launch my career in a dynamic and professional environment. With a methodical approach and good programming skills, I am committed to achieving success and delivering results that exceed expectations.

## Education

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### Masters 2023-25

K.R Mangalam University, Sohna, Haryana  
SGPA = 7.2

### Graduation 2020-23

Vivekananda Institute of Professional Studies, Pitampura, Delhi  
CGPA = 8.8

### 12th 2020

Rotary Public School, Sec-22, Gurgaon, Haryana  
Percentage = 76.4%

### 10th 2018

Rotary Public School, Sec-22, Gurgaon, Haryana  
Percentage = 64.5%

## Skill Highlights

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- Proficient in C/C++, Java, and C#
- Good Knowledge of Unity Engine
- Strong problem-solving and analytical skills
- Familiarity with game development tools such as Blender and Photoshop
- Good communication and collaboration skills

## Experience

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### **Associate Developer** - 07/2022 to 09/2022

SAP Labs, India

- Cooperate with developers to create a website.
- Use optimal code and enhance user experience.
- Work with senior developer to manage larger, complex design projects for clients.
- Carry out quality assurance tests to discover errors and optimize usability.

## Certifications

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Unity Development (certificate): **Udemy**

Programming Languages: **C/C++, Java, C#, Python, HTML, CSS, JavaScript**

## Projects

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- Delivery Disasters – A 3D driving game where you have to deliver packages from door to door. The game has realistic physics and good graphics. The game is optimized and can run on potato PCs as well.  
**[anmol-1903.itch.io/delivery-disasters](https://anmol-1903.itch.io/delivery-disasters)**
- Monophobia – A 3D first person horror game where you are stuck at a place. The protagonist is suffering from monophobia (fear of being alone). The protagonist needs to find a key in the abandoned house to escape. Don't mind the jump scares...  
**[anmol-1903.itch.io/monophobia](https://anmol-1903.itch.io/monophobia)**
- Rubber Bang – A 3D multiplayer FPS game where you and your friend are two small children imagining to be in a shootout in a park. When a player loses a point, they gain a powerup of their choice. Let's see who's better... {Prototype}  
**[anmol-1903.itch.io/rubber-bang](https://anmol-1903.itch.io/rubber-bang)**
- Operation Echo - In this thrilling game, you're an elite operative with a critical mission: decode and send coded coordinates to neutralize enemy targets. Use on/off switches to strategically transmit vital information, locate enemies, and coordinate strikes with your team.  
**[veda-crew.itch.io/operation-echo](https://veda-crew.itch.io/operation-echo)**

## Volunteer Experience

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- **[Spydown Studio – June 2024](#)**

Volunteered as a programmer by developing main game mechanics and enhancing user experience.

- **[Insanity Crew - November 2023](#)**

Lead a team of unity developers and created a mobile game with Unity Ads and optimized algorithms.

## Personal Details

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