

# Divyansh Porwal

B.Tech Student, VIT Chennai

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[Portfolio Website](#) | [Itch.io](#) | [LinkedIn](#) | [GitHub](#)

## TECHNICAL SKILLS

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

**Game Engines:** Unreal Engine 5 (Blueprints & C++), Unity 3D

**Version Control:** Perforce (P4V), Git, GitHub

**Design & Tools:** Visual Studio, Blender 3D, Figma, Canva, Photoshop, DaVinci Resolve

**Core Concepts:** Data Structures & Algorithms, OOPs, Linear Algebra, Physics Programming

## GAME DEVELOPMENT PROJECTS

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### Clanker Clash (Team Lead - Diamond Dogs)

Unreal Engine 5 | C++

*Presented at GDG "Trials & Triumphs"*

2026

[itch.io/knights-reckoning](https://itch.io/knights-reckoning)

**Leadership:** Led the "Diamond Dogs" dev team; managed scope, merged code, and ensured timely delivery for the event showcase.

Developed a polished **Local Multiplayer Co-op** survival game involving wave-based combat.

Engineered shared-input mechanics allowing two players to control distinct characters on a single keyboard.

Designed and implemented character movement, attack states, and enemy wave logic using C++.

### Cyber Carnage (Team Lead - Diamond Dogs)

Unreal Engine 5

*itch.io/cyber-carnage*

Present

Directing the development of a fast-paced Hack 'n' Slash parkour game with complex verticality.

Implementing **Advanced State Machines** for player mechanics (double jumps, dashes, wall-running).

Architecting a modular combat system allowing for scalable enemy interactions and weapon types.

Coordinating level design and art assets to ensure a cohesive cyberpunk aesthetic.

### Kaos Balls (Solo Developer)

Unity | C#

*itch.io/kaos-balls*

2021

Developed a high-intensity, physics-based board game for the Brackeys Game Jam.

Handled the entire pipeline: Programming (C#), 3D Modeling (Blender), UI, and Sound Design.

## EXPERIENCE

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### Game Developer

VIT Chennai

*Google Developer Groups (GDG)*

Present

Active core committee member contributing to game development workshops and events.

Collaborating with peers to organize hackathons and mentor junior students in game logic.

### Design Team Member

VIT Chennai

*Microsoft Innovation Club (MIC)*

Present

Creating high-quality visual assets and UI/UX concepts using **Figma** and **Canva**.

Collaborating with technical teams to ensure design feasibility in project implementations.

### Intern - Entrepreneurship

Remote

*IBM SkillsBuild (Startup Sprint)*

Oct 2024

Participated in the Startup Sprint Program, focusing on agile methodologies and product development lifecycles.

## EDUCATION

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### Vellore Institute of Technology (VIT)

Chennai, India

*Bachelor of Technology in Electronics and Computer Engineering*

**Relevant Coursework:** Data Structures, OOPs, Calculus, Differential Equations, Discrete Mathematics.

## CERTIFICATIONS

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**Certified Web Developer:** IBM SkillsBuild.

**Unreal Engine 5 C++ Developer Course (Udemy):** Specialized training in C++ for Game Dev.

**Google Cloud Developer:** Certified by Google Skills.