

Divyansh Porwal

B.Tech Student, VIT Chennai

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

TECHNICAL SKILLS

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

Knight's Reckoning (Team Lead - Diamond Dogs)

Unreal Engine 5 | C++
2026

itch.io/knights-reckoning

- 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
Present

itch.io/cyber-carnage

- 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#
2021

itch.io/kaos-balls

- 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

Game Developer

VIT Chennai
Present

Google Developer Groups (GDG)

- 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
Present

Microsoft Innovation Club (MIC)

- 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
Oct 2024

IBM SkillsBuild (Startup Sprint)

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

EDUCATION

Vellore Institute of Technology (2024-2028)

Chennai, India

Bachelor of Technology in Electronics and Computer Engineering

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

CERTIFICATIONS

- **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.