


# VIRENDRA DANAO

GAMEPLAY PROGRAMMER

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 [Portfolio Link](#)

 Madhapur, Hyderabad

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## ABOUT ME

I'm Virendra, a passionate game developer focused on gameplay programming. I enjoy working with C++ and have experience in Unreal Engine and Unity. I'm inspired by story-driven and hack-and-slash games like DMC5 and Sekiro, and I aim to create engaging gameplay experiences.

## EXPERIENCE

### Intern Unreal Technical Artist- Gameshastra

(Nov 2025 - April 2026)

- Combined technical coding with creative design to build complex movement systems like wall-climbing and parkour.
- Created smooth camera behaviors that keep the action clear and responsive, even during fast-paced movement.
- Turned creative concepts into playable mechanics, building responsive systems for climbing, vaulting, and traversal.

## EDUCATION

### Backstage Pass Institute of Gaming and Technology | Hyderabad, Telangana

Bsc. Honors in Computer Science and Game Development

05/2026

### Bharat Junior College | Hinganghat, Maharashtra

Higher Secondary Education

Information Technology (Achieved a score of 95% in IT in 12<sup>th</sup> Grade)

04/2022

## SKILLS

- C++, C#, Java
- Unity Engine
- DSA
- Git, GitHub, Diversion
- Unreal Engine
- Problem Solving
- Unreal C++
- Teamwork