

# ANIL GUMMULA

Jagtial, Telangana  
anilgummula2060@gmail.com  
<https://www.linkedin.com/in/anil-gummula/>  
<https://anilgummula.netlify.app/>  
(+91) 9014817206

## OBJECTIVE

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Software Engineer with problem-solving skills, and Fullstack webdev proficiency. Experienced in JS, C, C++, and MERN stack in web development. Eager to contribute, learn, and grow as a developer through an internship.

## EDUCATION

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### RAJIV GANDHI UNIVERSITY OF KNOWLEDGE TECHNOLOGIES

2022 - present

Bachelor's of Technology in Computer Science Engineering  
CGPA : 8.5

## PROJECTS

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### Rgukt University Virtual Game

Designed and developed a 3D game using Unity with C# for scripting and logic implementation. Created interactive gameplay mechanics including quest tracking, UI elements, and object interactions. Utilized real-world map references to build an accurate virtual environment of a university campus.

### Farmer-Retailer Interaction Platform

Created a dynamic platform enabling direct farmer-retailer connections with location-based farmer suggestions using React, Mongo, and Nodejs. Delivered a user-centric, scalable solution while enhancing backend development skills.

### Music Player App

Developed a full-stack Music Player Web App with features to stream, upload, and download songs. Implemented user authentication, secure file uploads, and seamless playback functionality. Designed a clean, user-friendly, and responsive UI using TailwindCSS for smooth experience across devices.

## TECHNICAL STRENGTHS

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**Languages:** JavaScript, Python, C, C++, Java, PHP

**Database:** MySQL, MongoDB

**Tools:** Git, GitHub, Unity Game Engine, Blender, VS Code

**Libraries/Frameworks:** React.js, Express.js, Nodejs, TailwindCSS, pandas, NumPy, Matplotlib

**Soft Skills:** Communication, Problem Solving, Leadership, Time Management, Adaptability

## EXPERIENCE

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### Game Developer – 3D Virtual Unity Game | TechFest Antahpragnya-2025

- Designed and developed a quest-based 3D Unity game for our university TechFest Antahpragnya.
- Featuring interactive missions, puzzles, and an engaging storyline set in a virtual version of my University.
- Won 1st Prize from the CSE branch for creativity, technical execution, and overall user experience.

## ACCOMPLISHMENTS

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Proficient in solving coding challenges on platforms like GeeksforGeeks and LeetCode, with a focus on algorithms, data structures, Game Development with Unity Game Engine and Models Designing in blender