

# ABINAYA SHREE M S

GITHUB-LINK | LINKEDIN-LINK | LEETCODE-LINK

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## PROFESSIONAL SUMMARY

Creative and detail-oriented Game Designer & VR Developer with strong foundations in gameplay design, interactive systems, UI/UX, and real-time optimization. Experienced in building immersive VR experiences, designing player interactions, and integrating voice-based AI systems. Passionate about crafting engaging worlds, intuitive mechanics, and performance-optimized gameplay for modern interactive platforms.

## SKILLS SUMMARY

**Game & Interaction Design:** Gameplay loops, level design, user flow, difficulty balancing, UI/UX design

**VR Development:** XR Interaction Toolkit, motion systems, immersive environment design

**Programming:** Java, JavaScript, HTML, CSS, SQL

**Tools:** Unity, Figma, MySQL Workbench, Excel, PowerPoint

**Technologies:** Real-time optimization, voice interaction systems, frontend development

**Soft Skills:** Decision-making, team collaboration, adaptability, communication

## PROJECTS

### Geocatastrophe: Satellite Saviour — VR Game

#### Game Designer & VR Developer

- Designed and developed a space-themed VR action game, where players defend satellites from alien threats.
- Created immersive level environments, enemy behavior, and core gameplay loops.
- Achieved 75+ FPS on target VR hardware through scene optimization and efficient asset usage.
- Won 1st Prize – SPARK Event for game innovation and design.

### VR Hardware Learning Lab — Techexplora: Futuristic Hardware Lab

#### VR Developer

- Designed interactive VR systems enabling students to learn hardware assembly safely.
- Integrated Microsoft NLP for voice-driven gameplay/interaction mechanics.
- Built intuitive user actions for object manipulation, making the experience beginner-friendly and realistic.

## INTERNSHIP

### Immersive VR Training Simulations — NITIINNOV Technologies

#### VR Developer Intern (Hybrid) — JAN 2025 to MAR 2025

- Created Elevator View Simulation and Illusion System for corporate training modules.
- Focused on designing user experience, scenario flow, and interaction patterns.
- Contributed to translating real-world procedures into interactive VR sequences.

## EDUCATION

- B.E. Computer Science and Design | Sona College of Technology | 2022–2026

CGPA: 8.41 (Up to 6th Semester)

- Higher Secondary (12th Grade)

Srivi Lions Matriculation Higher Secondary School | 2021–2022

Percentage: 85%

- Secondary School (10th Grade)

Srivi Lions Matriculation Higher Secondary School | 2021–2022

Percentage: 80%

## CERTIFICATIONS & AWARDS

- 1st Prize – SPARK Event (Geocatastrophe VR Game)
- Unity Associate Game Developer — Professional Certification
- Academic Excellence Award
- Second Rank Holder – Semester II
- Data, Data Everywhere – Coursera
- Design Thinking – NPTEL
- Foundation of Java – INeuron
- Web Development Mastery – Pantech Solutions