

Aswath Ramana K S

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GitHub | 🌐 Blog

About Me

Aspiring game developer passionate about creating immersive, story-driven experiences. Proficient in Unity and learning Blender for 3D modeling. A Computer Science undergraduate specializing in Artificial Intelligence and Data Science, I aim to merge technology with storytelling to craft innovative games. Open to collaboration and opportunities to grow in narrative-driven game design.

Education

Shiv Nadar University Chennai, BTech in Artificial Intelligence and Data Science Sept 2022 – May 2026

- GPA: 8/10

Projects

Forget Me Not - Co-op Split-Screen Puzzle Game.

- A co-op game where two players, trapped in a cell phone, must work together to escape by playing minigames. The story follows two lovers who, after a breakup, rediscover memories of their relationship. Inspired by the "forget-me-not" flower, players face an emotional choice: stay together or part ways forever.

A spider Game (Under Development) - Third-Person Action-Adventure.

- An action-packed adventure where the player must defeat a powerful spider to escape a dark cave. Features unique powers and abilities for both the player and the spider, enhancing the gameplay with exciting combat dynamics.

Racing Project (Under Development) - Online Multiplayer Parkour Game.

- A fast-paced online game where players race cars on intricate, gravity-defying tracks suspended in midair. Features dynamic parkour-inspired mechanics, challenging obstacles, and competitive gameplay. The first to conquer the tricky track claims victory.

For a comprehensive list of my projects and games, please visit my blog link.

Blog

- <https://xgtblog.vercel.app/products>

Experience and Hackathon

XPLAY SRM Kattankulathur - 2023

- Secured Third place, where I developed a 2D puzzle platformer.

GameVita 3.0 IIT,Indore - 2024

- Secured second place, where I developed a 3D Horror puzzle Game.

Certificates and Awards

Computer Graphics

July 2023 – September 2023

NPTEL Indian Institute of Technology Guwahati

- Explored graphics pipeline stages and modern graphics hardware, including GPUs and the OpenGL library.
- Completed the course with an 88 percent score, earning an Elite certificate and a Silver medal.

Technologies

Languages: Python, C, Java, C#, SQL, HTML, CSS

Developer Tools: Unity Engine, Blender

Concepts: Game Development, 3D-Modelling, AR, VR, Video Editing, 2D/3D-Animations, Rigging. Data Structures, Computer Organisation and Architecture, Design and Analysis of Algorithms, Artificial Intelligence, Machine Learning, Deep Learning, Data Analysis, Data Visualisation