DEEPAK

GAME DEVOLOPER

About Me

Creative and detail-oriented graphic designer with 4 years of experience in developing visually compelling designs for print and digital media. Adept at collaborating with cross-functional teams and managing multiple projects to deliver high-quality results on time and within budget.
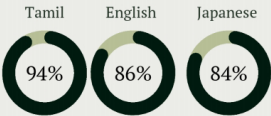
Skills:

Game developer	90%
JavaScript	87%
Branding & Identity	95%
Print & Digital Media	84%
Project Management	92%

Education:

Bachelor of computer science
Madras University
Shree chandraprabhu jain college
2023 - 2026

Language:

Tamil	English	Japanese
94%	86%	84%

Professional Experience:

Senior Game developer

June 2023- May 2026| Fradel and Spies Company

- 1.Programming languages: Proficiency in languages like Ct, Java, C#, Python, or JavaScript.
- 2. Game engines: Experience with popular game engines like Unity, Unreal Engine, or Godot.
- 3. Data structures and algorithms: Strong understanding of data structures, algorithms, and software design patterns.
- 4.Graphics programming: Knowledge of graphics programming concepts, such as shaders, lighting, and rendering
- 5. Physics and mathematics: Understanding of physics, mathematics, and geometry as applied to game development.
- Game design: Ability to design engaging game mechanics, levels, and user experiences.
- 2.Storytelling: Skill in crafting compelling narratives and characters.
- 3. Visual arts: Knowledge of visual arts principles, including color theory, composition, and animation.
- 4. Audio design: Understanding of audio design principles, including sound effects, music, and voiceovers.

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