

# Gopika Raj

Programmer  
United Kingdom

[www.linkedin.com/in/gopika-raj](http://www.linkedin.com/in/gopika-raj)

Portfolio:

GitHub: <https://github.com/GRaj-gitHub>

## DETAILS

### Email

[gopika.raj.1105@gmail.com](mailto:gopika.raj.1105@gmail.com)

### Phone

+447469632445

### Nationality

Indian

## SKILLS

### Technical Skills

#### Experience with:

- C, C++, C#
- Unity3D
- HTML, CSS, JS
- Visual Studio, Visual Studio Code
- Software version control with GitHub
- Adobe: Illustrator, Photoshop

#### Familiar with:

- Python
- SDL/OpenGL
- Lua
- Eclipse IDE, Android Studio

### Soft Skills

- Effective Communication
- Problem Solving
- Team Management
- Critical Thinking
- Composure

## EDUCATION

- **MSc Game Engineering**  
Newcastle University, UK  
2020-2021
- **B-Tech Computer Science and Engr.**  
SCMS School of Engineering, India  
2015-2019

## OBJECTIVE

Hardworking and ardent programmer, seeking game developing and programming positions at companies that are passionate about producing quality games. I am keen to seek professional experience and to be a part of exciting projects

## WORK EXPERIENCE

### Internship, Brain Podium Technologies

- Part of a team of passionate programmers that created and deployed 2D games.
- Got to learn a lot about game designing and development, time management, and being a team player

### MSc Game Engineering, Newcastle University

- For my main project, I build an educational game that taught young children about water conservation through multiple minigames. The game was built in unity.
- As part of my university group project, while working on an amazing multiplayer competitive game, I was given the task to work on the Gameplay and AI sections of the game
- Learned deeply about advanced game programming, game graphics, and physics.

### Individual Game Projects

- Build and deploy Games in Unity, C++, and Unity. Demos and Source codes are available in my portfolio as well as GitHub
- Memory2D casual puzzle game is available in Google Play Store
- Developing a cross-platform Game engine that can run graphics and physics
- Completed the ultimate unity development course in Udemy and attended various workshops on game dev and app dev

## REFERENCES

- Dr. Gary Ushaw, Senior Lecturer,  
Dept. of Computing, Newcastle University,  
Email: [gary.ushaw@newcastle.ac.uk](mailto:gary.ushaw@newcastle.ac.uk)

