Gouthamraj R

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CAREER OBJECTIVE

A passionate and dedicated Computer Science student with hands-on experience in game design and Develop. Skilled in creating immersive and engaging gaming experiences using Unity and Blender. Seeking to leverage my creativity as a Video Game Intern at Zenosphere to contribute to innovative projects.

WORK EXPERIENCE

Intern • Internship　　　　　　　　　　　　　　　　　　　　　　　　　　　Feb 2024 - Mar 2024
Teachnook, Virtual

Intern – AR App Development Teachnook, Bangalore • Developed an Augmented Reality app using C# in Unity, integrating interactive features and an engaging user interface. • Designed AR environments that increased user immersion by incorporating dynamic elements and animations. • Gained proficiency in designing and testing immersive experiences using AR technologies

EDUCATION

BE, Computer Science & Engineering　　　　　　　　　　　　　　　　　　　　　　　2022 - 2026
KPR Institute of Engineering and Technology

Senior Secondary (XII), CBSE　　　　　　　　　　　　　　　　　　　　　　　　　　　　2022
Science
Bharat International School,Krishnagiri
Percentage: 75.40%

Secondary (X), CBSE　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　2020
Vailankanni Public School,Krishnagiri
Percentage: 79.60%

TRAININGS / CERTIFICATIONS

C#

May 2023 - Jun 2023

Coursera, Virtual

Game designing using C# and Unity.

Game Development Using PyGame

Nov 2020

GUVI, Virtual

I developed a 2d game using Python programming

PORTFOLIO

[Portfolio link ↗](#)

SKILLS

• Python　　　　　　　　　　　　　• Blender 3D　　　　　　　　　　　　　• Unity Engine