

VARADARAJ HEMANADH

Game programmer and designer

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SKILLS (TECHNOLOGY / FUNCTIONAL)

Game Development	●●●●●●
3D modelling	●●●●●●
Pixel arts	●●●●●●
C#	●●●●●●
HTML5	●●●●●●
CSS3	●●●●●●
C	●●●●●●
Algorithms & Data Structures	●●●●●●

LANGUAGES

English(B2), Hindi(A1), Tamil(native), Telugu(C2).

INTERESTS

Astronomy, Video games, Reading, Pixel arts, Game assets making, Character design, Digital artworks, Arts and crafts.

SHORT SUMMARY / INTRODUCTION

I'm an Undergraduate student from the stream of Electronics & Communication Engineering and practising video game development since 2018. I have an intermediate skill set in game programming and 3D modelling but I have confident command over Unity3D. I'm creative, positive minded and very passionate about video games. Looking for opportunities or happy to work together as well!

EDUCATION

Bachelor of Technology in Electronics and Communication Engineering ► Sri Venkateswara College of Engineering | 82.87%

Jul 2015 Pursuing

PROFESSIONAL ENHANCEMENTS

Courses

- Complete C# Unity Developer | Online Course | Udemy.
- RPG Core Combat Creator | Online Course | Udemy.
- Complete Blender Creator | Online Course | Udemy.
- Algorithms & Data structures C# | Online Course | Edx.

EXPERIENCE / INTERNSHIP

Indie Game Developer & Designer ►

Feb 2018 Present

- Dodge Drive:** A spherical world adventure game | Unity3D,C# | Blender | Infinite runner | Shipped.
- Gold Guardian:** 2D top down shooter | Fantasy | Unity3D,C# | Marmoset hexels | Level design | Still in development.
- Laser Defender:** 2D space shooter | Unity3D,C# | Level design | Game prototype.
- Glitch Garden:** 2D strategy | Marmoset Hexels | Game design | Unity3D,C# | Game prototype.
- Mini Games Collection:** Collection of 10 2D games | Pixel art | Game design | Blender | Unity3D,C# | Still in development.
- RPG Project:** 3D third person | Fantasy-strategy | GDD | Blender | Unity3D,C# | Game design | Still in development.