

# SANJAY VARMA

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<https://github.com/ItsM1KU>

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## ABOUT ME

Passionate and driven Computer Science student specializing in gaming technology, with hands-on experience in developing engaging and educational games. Skilled in Unity, C#, and gameplay mechanics, with a strong foundation in collaborative team projects. Eager to create innovative solutions that blend technology and creativity to deliver impactful user experiences.

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## WORK EXPERIENCE

### Game Programmer

Dec 2023 - Feb 2024

#### Electrum Interactive

- Developed 3+ interactive games teaching C programming concepts, enhancing learning for beginners.
- Implemented gameplay mechanics, reducing development time by 15%.
- Optimized game performance, improving runtime efficiency by 20%.

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## EDUCATION

### Bachelor of Technology in Computer Science (Gaming Technology)

2021 - PRESENT(2025)

S.R.M University, Chennai

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## PROJECTS

### Tidy Tides

Aug 2024 - Oct 2024

- Designed and implemented core gameplay mechanics for Tidy Tides, focusing on trash collection and recycling to promote ocean cleanliness.
- Led a 4-member team in developing the game, raising environmental awareness through engaging interactive experiences.

### Infinity Odyssey

Aug 2023

- Created a party board game within 48 hours during GameExpanse23, integrating "Loops" as the central gameplay theme to deliver a fun and engaging experience.

### Spring Knight

May 2023

- Designed and developed a challenging platform-jumping game inspired by Jump King, focusing on precise controls, progressive difficulty, and engaging level design.

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## SKILLS

- Unity
- Unreal Engine
- Game Testing
- C++ & C#