Kalol, Gujarat
India. PIN - 382721

JERRIN THOMAS

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EMPLOYMENT

Game Developer	Hashstash Studio	June 2020- Present

- Created games in Unity for iOS and Android; Cocos Creator and Godot for HTML
- Wrote clean, modular, and well-documented code in C++, C#, and JS
- Implemented systems and functionality for games based on design specifications
- Implement, debug and refine core gameplay features
- Collaborate effectively with a small, high-energy team of game designers and programmers
- Work with other developers to devise customized solutions to difficult problems
- Working as a team, designing and developing a variety of games and tools for game development.

Languages and Technologies

- Programming Languages - C++, C#, Javascript, TypeScript, Python.
- Frameworks – Unity, Godot, Cocos Creator, OpenGL, OpenCV, AR Foundation, WPF.
- Art Software - Blender 3D, Adobe Photoshop, Inkscape.
- Others - MySQL, Git, Github, Freedcamp, Trello.

EDUCATION

Chennai, Tamil Nadu	ICAT Design & Media College	July 2017 - August 2020

- B.Sc. in Game Design and Development. CGPA - 6.78 / 10
- Main coursework: Game Design, Data Structures, Design and analysis of Algorithms, Game Architecture, OpenGL, Artificial Intelligence.
- Coursework: 2D Arts, 3D Generalist, Animation, Storyboarding, Composition, VR, and AR.

B.TECH. MAJOR PROJECT

- Game – Gehenna is a 2D Open World Simulation Game based on Farming and Survival.
- Developed – Player Controller, Procedural Level, NPC System (AI and Crowd System), UI System.
- Designed – Game Pitch, Game Art, and Animation.

OTHERS

- Language – English, Hindi, Gujarati, Malayalam, and Tamil.
- Portfolio: https://jdchristo.github.io/portfolio/.
- Hobbies: Cycling, Comic Drawing, Concept Drawing, Digital Painting, Prototyping Games.