



BABU GANESH RAMASAMY

Unity Game Developer
UI/UX Designer



SKILLS

- Unity Game Engine (2D & 3D)
- C# Programming
- Figma (UI/UX Design)
- Adobe Photoshop & Illustrator
- Game Logic & Mechanics Design
- Coroutine & Event Handling in Unity
- Problem-Solving & Debugging



AWARDS & CERTIFICATIONS

- Unity Essentials Pathway Certificate
- Graphic Design Fundamentals
- UI/UX Workshop Participant



PROFILE

I am a passionate and dedicated Game Development student with a strong foundation in C# and Unity. Currently pursuing a B.Tech in Information Technology, I am actively building skills in game design, programming logic, and interactive experiences. I enjoy solving problems creatively and love experimenting with new gameplay mechanics. With hands-on experience in UI/UX design and ongoing practice in developing both 2D and 3D games, I am eager to contribute to projects that combine storytelling, technology, and player engagement.



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Coimbatore



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EDUCATION

SEPTEMBER 2023- CURRENT

B.Tech in Information Technology
Hindusthan Institute of Technology, Coimbatore



WORK EXPERIENCE

GAME DEVELOPMENT PROJECTS

October 2024-PRESENT

Personal Projects – Unity & C#

- Built 2D platformer and endless runner prototypes using Unity
- Implemented player controls, animations, UI, and basic game mechanics
- Worked with coroutines, object pooling, and collision systems
- Applied C# programming logic for gameplay scripts and event handling
- Currently developing a basic multiplayer system and exploring open-world concepts

Corizo Edutech, Bangalore

OCTOBER 2024-NOVEBER 2024

- Designed creative marketing materials including logos, vector illustrations, and modern resume layouts using Adobe Illustrator and Photoshop.
- Practiced visual storytelling by recreating characters through vector tracing (e.g., Mickey Mouse).
- Developed brand-focused logo designs (e.g., Vayu International) emphasizing minimalism and color theory.
- Created structured layouts and templates in Canva, aligning with professional standards.
- Collaborated with design mentors and completed assignments reflecting real-world design challenges.

