

KIRUBAHAR S

GAME DEVELOPER

/ CONTACT DETAILS

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>> Github

>> LinkedIn

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/ ALL ABOUT ME

I am a game developer who seamlessly merges creativity with technical prowess to create immersive gaming experiences that leave players eager for more.

/ EDUCATION HISTORY

>> Karunya University

B.tech Aerospace Engineering | Class of 2019

> Secured CGPA of 6.28.

> Designed and constructed a solar-powered Hexacopter as the culmination of my Final Year project.

>> Evans School of Excellence

Higher Secondary - Science | Class of 2015

> Secured 67.6 % during 2015.

Secondary | Class of 2013

> Secured 90 % during 2013.

/ WORK EXPERIENCE

>> Full Stack Game Developer

Outscal | Jan 2024 to present

Developed a two-player, text-based game in C++ featuring six challenging levels, showcasing programming proficiency and game design skills.

>> Game Design Intern

YellowMan Indie Game studio | March 2023 - June 2023

Developed practical skills in game development, including terrain design and rigging, alongside programming, level design, and asset creation.

/ OTHER INTERESTS

- > Participated in a Game Jam event.
- > Attended workshops on 3D printing technology.
- > Practiced web design using WordPress.
- > Member in NSS.

/ SKILLS

>> Programming

- > C++ (Intermediate)
- > C# (Intermediate)
- > Python (Beginner)

>> Game Engine

- > Unity (Intermediate)

>> Version Control

- > Git

/ PROJECTS

>>Pong 2D Game | Unity, C# | Github

- > Developed a 2D Pong game in Unity, implementing paddle movement, ball physics, and score tracking.
- > Designed UI/UX and integrated simple AI, ensuring smooth gameplay and intuitive user experience.

>> Co-Op Snake 2D | Unity, C# | Github

- > Developed a cooperative 2D Snake game featuring core mechanics like movement, screen wrapping, self-collision detection, and competitive two-player mode.
- > Implemented power-ups with cooldowns, dynamic food spawning, and adjustable snake length.

>> 2D Platformer | Unity, C# | Github

- > Designed and developed a 2D platformer with character movement, jumping, and level progression.
- > Created and integrated various obstacles, enemies, and collectibles to enhance gameplay and difficulty.

>> Zombie Crasher | Unity, C# | Github

- > Developed a 3D endless runner game where players control a tanker to crash into zombies, avoid obstacles, and shoot them to clear the path.
- > Implemented responsive controls for smooth left/right movement and shooting.

>> Save My Slime | Unity, C# | Github

- > Developed a stealth game with player movement and enemy AI, focused on rescuing a slime.
- > Implemented raycasting for precise detection of goals and obstacles, enhancing strategic gameplay.

>> Text-Based RPG Adventure Game | C++

- > Created a text-based RPG with turn-based combat and dynamic enemy and boss spawning.
- > Implemented core game mechanics including enemy generation, combat, and game state management using OOP.

