MANEESH MRINAL

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https://github.com/Maneesh-Mrinal

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I am a motivated and dedicated student seeking an opportunity where I can utilize my skills and gain valuable experience. With a strong problem-solving capability, I am eager to contribute to a dynamic and collaborative team. I am committed to achieving excellence and continuously improving my abilities in order to make a positive impact. Driven by the passion for learning new things, I am looking forward to pursue higher education in Game Development.

EXPERIENCE

INTERNSHIP ON GAME DESIGN AND PROGRAMMING

Geons Logix Pvt Ltd
https://geonslogix.com/

05/2023 – 09/2023

Game Designer and Developer for CLOUD'S RESCUE
Team Design Lead
UI/UX Designer

ORGANIZATION COMMITTEE MEMBER AT TECHNOVIT

Qubit, VIT Chennai

06/2022

Member of Organization committee of Computer Science Department at University Tech-Fest
- Event Coordinator
- Photographer

EDUCATION

BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE ENGINEERING

Vellore Institute of Technology, Chennai

09/2020 - Present
- CGPA 7.61

SCHOOLING
SBOA School and Junior College

06/2006 – 03/2020
- All India Senior School Certificate Examination - 92%
- All India Secondary School Examination - 90%

SKILLS

- Graphic Design
- Verbal and Written Communication
- Game Development and Design
- Problem-Solving

- App Development
- UI/UX Design

TECHNICAL SKILLS

Programming Languages	C & C++, C#, Java, JavaScript, SQL
Software	Unity 2D&3D, Android Studio, Photoshop, Unreal Engine
Tools	AWS, Microsoft Office

ACHIEVEMENTS

Game-a-thon Winner at TechnoVIT, VIT Chennai
09/2023
Secured First Place at the Techno Game Development Competition.

Inter-school Cultural Competitions
09/2023
Have participated and secured the 2nd place/finalist in various photography competitions.

SBOAMUN Conference
06/2019
Photographer for the SBOAMUN Conference.

National Cadet Corps (NCC)
2015-2018
Represented School in many events and parades.

Badminton Tournaments
2015-2019
Participated and secured 1st place in Club Tournaments.

PROJECTS (REFER GITHUB FOR ALL PROJECTS)

Cloud's Rescue 05/2023 – 09/2023
Mobile Game gamifying solving math problems
https://github.com/RiddhimanRaguraman/CloudsRescue

2D Arcade Game 01/2023 – 02/2023
Developed a Prototype 2D Arcade Game

Longest Drive 09/2023 - Present
An Endless Driving game with a High-score System
https://github.com/Maneesh-Mrinal/Longest-Drive

Project Grief (Game-a-thon Project)
09/2023
Secured First Place at the Techno Game Development Competition.

Rogue-Lite Game 09/2023 - Present
Currently working on developing a video game in the rogue-lite genre (In Progress)

Merging Puzzle Games 11/2023
Anime-inspired Art Style
https://github.com/Maneesh-Mrinal/Suika-Game-Replica

INTERESTS

- Gaming
- Photography
- Sports
- Movies & Television
- Cooking
- Digital Art
- Technology