NAVEEN DEVARAJ

PROFESSIONAL SUMMARY

Experience in writing clean code which brings robust automation. having strong 3d math and physics, skills including Innovation, interaction, 3D, motion, visual and prototyping work. Excellent reputation for resolving problems, improving satisfaction, and driving overall operational improvements. Consistently saved costs and time while increasing profits. I am creative, self-motivated, a critical thinker and very passionate about games.

EXPERIENCE SUMMARY

- **3+ Years** of working experience in a corporate environment as a Game Programmer. Strong technical skills in complex game development including 3D models and textures.
- Experience in developing highly interactive cross-platform applications utilizing Unity 3D,VS code, Blender and Figma.
- Real-world understanding of proportion, depth, scale, and physical space
- Expertise in Planning and implementing game functionality and transforming design ideas into functional games.
- Efficient in Integrating and importing packages and assets into projects.
- Familiar in building game codes, identifying and fixing code errors and game bottlenecks using VS code Tools and Unity editor
- Experience in Testing game functionality and theme dynamics and ensuring products conform to high industry standards.
- Profound ability to work independently and with a team.
- Excellent communication and interpersonal skills.

SKILLS PROFILE

Technical Skills

Game Engine	: Unity 3D
3D Modeling	: Blender
Scripting Language	: C#
Third Party Libraries	: Firebase
Version Control	: Gitlab
Communication Tool	: Skype
Task Management	: Jira
Operating Systems	: Windows, macOS
IDE	: Visual Studio Code

CAREER PROFILE

Projects

Project	**Imercfy**
Technologies	Unity3D, Blender, Maya, Figma, Photoshop, Firebase, Avaturn, Photon Pun 2, Gltf fast.
Source Control	GIT on SourceTree
Duration	1 year
Description	Imercify is an application that helps users to create and organize virtual events and seamlessly interact with others in the virtual venue. Users can create avatars that are fully customizable including body type, skin tone, hairstyle and clothing. Host events by choosing a venue in which you want to host an event, creating an invitation and sharing it to the invitees. Each venue has a specific user limit till which the users can be invited.
Role	Game Programmer
Responsibilities	- Integrating and importing packages and assets into application. - Optimization. - Animations.

Project	**OpenWorx**
Technologies	Unity3D, Blender, Maya, Figma, Photoshop.
Source Control	GIT
Duration	8 months
Description	Simulate ERP system log each and every task, attendance details in Database, Simulate data in different environments like Form, dream office building. Remote Employee Management and Virtual Meeting Environment.
Role	Game Programmer
Responsibilities	- Design and Optimization - Developing & maintaining various modules in the application.

Project	**Verbal Memory Game**
Technologies	Unity, Figma, Photoshop, Firebase.
Source Control	GIT
Duration	5 Months
Description	Listen to the audio of the numbers sequence with the missing numbers then by clicking the numbers on the grid. Remember to fill in the same order as you heard them
Role	Game Programmer
Responsibilities	● UI Design ● Developing Game Core Logic and Game flow ● Optimization

Project	**Train of Thoughts**
Technologies	Unity, Figma, Photoshop, Unity asset.
Source Control	GIT
Duration	5 Months
Description	Train track changes the correct destination game. Players run on the platform and collect the credits on the runway & avoid obstacles.
Role	Game Programmer
Responsibilities	● UI and Level Design ● Developing Game Core Logic and Game flow ● Optimization

EDUCATION

- **78 % Diploma in Mechanical Engineering (DME)**

  Motilal Nehru Government Polytechnic College Pondicherry, 2013-2016.

- **8.39/10 (CGPA) Bachelor of Technology in Mechanical Engineering**

  Pondicherry University, 2016-2019.