

Raju Sivanantham

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EDUCATION

York University - Lassonde School of Engineering

Specialized Honours Bachelor of Arts in Digital Media | 3.25 / 4 GPA

Toronto, ON

Sept. 2021 – May. 2025

- Specializing in Digital Media Game Arts
- **Relevant Courses:** Object-Oriented Programming, Data Structures, Game Design and Prototyping II, Game Mechanics, Collaborative Project Development.

TECHNICAL SKILLS

Languages: C#, Java, HTML, CSS, JavaScript.

Developer Tools: Unity, Unreal Engine, Maya, Visual Studio, Git.

Industry Knowledge: Game Mechanics and Systems, UI/UX design, Source control, Coding languages, Prototyping and Iteration, 3D Modeling and Animation.

PROJECTS

Blood-Stained Moon | C#, Unity Engine, Visual Studio, Maya, Git

Sept. 2023 – Present

- Implementing 3D character animations and controls to provide a fluid and immersive parkour experience, emphasizing precision and freedom of movement.
- Using **Unity** and **C#**, crafted UI elements that enhance player experience aesthetically and usability.
- Employed Git and GitHub for efficient source code management, enabling streamlined version tracking and quality control.
- Developing a vertical slice within four-month to showcase core gameplay and game potential.

Critical_404 (Team of 6) | C#, Unity Engine, Visual Studio, Git

Feb. 2023 – April. 2023

- Collaborated closely with a team of developers to create "Critical 404", a dynamic fighting game inspired by Street Fighter.
- Utilized **Git** and **GitHub** for streamlined source code management, facilitating team collaboration and version tracking.
- Utilized **Unity** game engine and **C#** programming language to design and implement game-play mechanics, character controls, and interactive features.
- Actively participated in team meetings, providing valuable input on game design decisions and actively contributing to brainstorming sessions.
- Played a key role in designing and developing visually appealing and intuitive UI elements for "Critical 404", enhancing the overall player experience.

EpidemicX | C#, Unity Engine, Visual Studio, Git

Oct. 2022 – Dec. 2022

- Used the **Unity** engine to design and implement the core gameplay mechanics, character controls, and game logic, creating an engaging player experience.
- Showcased creativity and attention to detail in the game's visual and audio elements, contributing to a captivating and immersive atmosphere
- Implemented a version control system using **Git** and **GitHub** to manage the project's source code, enabling efficient collaboration and version tracking.
- Demonstrated proficiency in **C#** by coding core gameplay and mechanics for "Epidemic X".

EXPERIENCE

Manager

Reginos Pizza

Toronto, ON

Aug. 2017 – Present

- Led and motivated a cohesive team to achieve shared goals through collaboration and a positive work environment.
- Maintained strict adherence to quality control standards, ensuring consistency in food preparation, presentation, and service.
- Successfully multi-tasked in a fast-paced environment, efficiently managing operations while meeting strict deadlines.