

Raju Sivanantham

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TECHNICAL SKILLS

Languages: C#, Java, GDscript, C++, HTML, JavaScript, CSS, React

Tools & Frameworks: Unity, Godot, Unreal Engine, MongoDB, Photoshop, Blender, Visual Studio, Git, Figma

Industry Knowledge: Game Design (Character Development, Mechanics, Levels, Balancing, Puzzle & Combat, UI/UX Design), Prototyping & Iteration, 3D Design (Modeling, Animation, World Building)

PROFESSIONAL EXPERIENCE

Game Developer – Dough Dough Digital Inc. (Billy's Cookies) - Internship March 2025 - Aug. 2025

- Contributed to the UI/UX design and implementation of a Vampire Farming Game in **Godot**, creating and refining 2D assets and screen layouts to improve visual clarity and player experience.
- Reduced development time by 60 hours through migration and adaptation of 15 reusable scripts and scenes from existing projects, accelerating production without compromising quality.
- Collaborated closely with designers and developers to integrate new gameplay elements, providing feedback on visual consistency and user experience to maintain a cohesive player interface.
- Utilizing **Git** and **Github** for version control, ensuring smooth workflow coordination, efficient collaboration, and maintaining a structured development process.

Full-stack Developer – Wouessi Digital - Internship Jan. 2025 - April. 2025

- Designed and developed a Leave Request Page for employees using **HTML**, **JavaScript**, **CSS**, **React**, and **MongoDB** within a six-member Enterprise Management System (EMS) team using **Git** and **Github**.
- Designed and prototyped a responsive Leave Request Page using **Figma** and **Photoshop**, iterating based on feedback from developers and stakeholders to finalize the UI/UX.
- Led front-end development efforts, ensured a responsive, intuitive, and polished UI while integrating seamlessly with back-end systems using **MongoDB**.
- Coordinated closely with the development team to troubleshoot technical challenges, ensuring smooth development and timely problem resolution.

GAME DESIGN & DEVELOPMENT PROJECTS

Cattleman's Crossing | Narrative Adventure Game Oct. 2024 – April 2025

- Delivered a deeply atmospheric Western experience praised for its stunning visuals, earning Runner-Up in the Design Category at the Level Up Showcase Game Jam outperforming 153 other competing games.
- Led level design for all game environments, managing layout, pacing, and environmental storytelling across two handcrafted levels using **Unreal Engine 5** and modeled in game assets in **Blender**.
- Facilitated weekly team meetings to align narrative, systems, and art direction, ensuring cohesive and polished player experiences under tight deadlines.

Sneaky Slumber | Horror Survival Game Sept. 2024 – Nov. 2024

- Directed level design for the entire game, creating immersive environments that aligned with the narrative and gameplay vision using **Unreal Engine 5** and **Blueprints**.
- Optimized team collaboration with **Git** by introducing improved branch management, reducing merge conflicts by 35% and accelerating feature deployment by 20%.
- Developed and polished interactive **UI/UX** components, including menus, HUD, and prompts to ensure a cohesive visual style and seamless user experience throughout their gameplay experience.

EDUCATION

York University - Lassonde School of Engineering Toronto, ON

Specialized Honours Bachelor of Arts in Digital Media Game Arts Sept. 2021 – May 2026

Relevant Courses: Game Design and Prototyping, Game Mechanics, Collaborative Project Development, Object-Oriented Programming, Data Structures, User Interfaces