

Raju Sivanantham

Toronto, ON, Canada | 647-534-5795 | rajusivanantham@gmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

TECHNICAL SKILLS

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

Developer Tools: Unreal Engine, Unity, Godot, Blueprints, Maya, Blender, Visual Studio, Git, Figma

Industry Knowledge: Game Design (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 - Present

- Enhanced and refined core gameplay mechanics for a Vampire Farming Game in **Godot**, leveraging **GDScript** to create engaging and balanced player interactions.
- 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 ensure seamless integration of new mechanics, refining game balance, and maintaining a cohesive gameplay loop.
- Utilizing **Git** and **GitHub** for version control, ensuring smooth workflow coordination, efficient collaboration, and maintaining a structured development process.

Software Developer – Wouessi Digital - Internship

Jan. 2025 - April. 2025

- Designed and developed a Leave Request Page for employees using **HTML**, **JavaScript**, **CSS**, and **React** within a six-member Enterprise Management System (EMS) team using **Git** and **GitHub**.
- Designed and prototyped a responsive Leave Request Page using **Figma**, 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.
- 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**.
- Managed weekly meetings, leveraging insights from industry-leading titles to refine visuals and mechanics; integrated feedback from 20 playtesters, achieving consistent praise for "captivating and engaging" level design.
- Optimized team collaboration using **Git** for version control, reducing merge conflicts by 35% and accelerating feature deployment by 20% through improved branch management. Handled 40 commits and resolved 3 critical technical issues.

EDUCATION

York University - Lassonde School of Engineering

Toronto, ON

Specialized Honours Bachelor of Arts in Digital Media Game Arts - 3.62/4 GPA

Sept. 2021 – May 2026

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