



# SAJI J

## Unity Developer



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[Linkedin](#)



[Github](#)



[Portfolio](#)



Hyderabad, India

### Skills

- Unity C#
- Shaders
- Game Design
- Problem-Solving
- Debugging

### Programming Language

- C#
- C++
- Python

### Software

- Maya
- JetBrains Rider
- GitHub
- Unreal Blueprints

### Language

- English
- Tamil

### About Me

Hi, I'm Saji, a Unity developer with a passion for C# programming & shader development. I've been working with Unity since my 12th grade, constantly pushing myself to create unique and entertaining games that provide a visually stunning and smooth experience.

### Projects

#### Wobble Gobble Game

- A 3D isometric PC and mobile puzzle game featuring a jelly cube as the player character, maneuvering through challenges that incorporate "wobbly movements" and puzzle-solving, with a focus on "exploration", all presented in a visually distinctive aesthetic.
- Link: [Wobble Gobble](#)

#### Worship Who? 2D Game

- A Boss Rush Shooter with Satirical Religion References!
- Link: [IGDC BYOG Game Jam \(Made in 48 Hours\) 2024](#)

#### ASCII Renderer

- An ASCII renderer converts images or patterns into text art using characters like #, @, and \*. It creates images using just text symbols. (CPU Based)
- Link: [GitHub Repo](#)

#### Weight Voronoi Stippling

- Weight Voronoi stippling distributes points over a surface based on an Image weighted density. (CPU Based)
- Link: [Weight Voronoi Stippling](#)

### Achievements

#### Wobble Gobble - Recognized at IGDC & GAFX 2024-25

- **Indie40 Selection (IGDC 2024)** : Selected as one of the top 40 indie games for the prestigious "Indie40" category at the **India Game Developer Conference (IGDC) 2024** and presented on the **expo stage**.
- **GEM Awards 2025 (GAFX Bengaluru, India)** : "Winner of Best Hypercasual Game" and **Nominated for Best Mobile Game** at the GAFX 2025 GEM Awards.

### Education

#### Backstage Pass Institute of Gaming

B.SC(Hons) Computer Science And Game Development  
2022 - 2026