SAJI J
Unity Developer

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in Linkedin

Github

Pf 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 – Selected for IGDC "Indie40" Showcase

- Selected as one of the top 40 indie games for the prestigious "Indie40" category at the India Game Developer Conference & Presented the game at expo stage (IGDC) 2024.

Education

Backstage Pass Institute of Gaming

B.SC(Hons) Computer Science And Game Development

2022 - 2026