



SAJI J

Unity Developer



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[Linkedin](#)



[Github](#)



Hyderabad, India

Programming Language

- C#
- C++

Skills

- Unity C#
- Shaders
- Game Design

Software

- Maya
- JetBrains Rider
- GitHub

Language

- English
- Tamil

About Me

I'm a Unity developer passionate about C# programming and shader development. I enjoy building efficient systems and creating visually stunning experiences in game development.

Projects

Wobble Gobble (Mobile & PC 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.

Selected For IDGC "Indie40"

[Link: Wobble Gobble](#)

Worship Who? (Pc Game)

A Boss Rush Shooter with Satirical Religion References!

[IGDC BYOG Game Jam \(Made in 48 Hours\) 2024](#)

[Game Link](#)

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: [GitHubRepo](#)

Shader / Computer Shader

I wrote a thesis tutorial document about shaders and computer shaders and made some cool-looking procedural generated effects.

Link: [GithubRepo](#), [Thesis](#)

Weight Voronoi Stippling

Weight Voronoi stippling distributes points over a surface based on an Image weighted density. (CPU Based)

Link: [Weight Voronoi Stippling](#)

Education

Backstage Pass Institute of Gaming

B.SC(Hons) Computer Science And Game Development

2022 - 2026