

CONTACT

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PROFESSIONAL SUMMARY

Enthusiastic and motivated Game Programmer with expertise in Unreal Engine C++ and AR/VR development using Unity. Skilled in designing immersive gameplay, implementing collision detection, and creating adaptive AI behaviors. Demonstrates strong problem-solving abilities and effective team collaboration to deliver innovative gaming experiences.

PROFESSIONAL EXPERIENCE

AR/VR Intern | October 2024 – November 2024

Canorous Technologies | Coimbatore

- Assisted in developing immersive AR/VR experiences by designing and implementing interactive environments.
- Collaborated with cross-functional teams to refine project scopes and ensure on-time delivery.
- Contributed to code reviews, testing, and debugging to enhance overall project quality.

EDUCATION

Bannari Amman Institute of Technology | 2022-2026

Bachelor of Technology in Computer Science And Business Systems

- CGPA: 8.2
- Relevant Coursework: Game Development, Data Structures and Algorithms, Software Engineering

Bannari Amman Public School | 2012-2022

School

- 90% at 10th Grade
- 82% at 12th Grade

SKILLS

- Programming: C++, C#, Unreal Engine, Unity, AR/VR development
- Technical: Collision Detection, Adaptive AI, Game Mechanics, Version Control (Git)
- Concepts: Data Structures & Algorithms, Software Engineering
- Soft Skills: Team Collaboration, Analytical Thinking, Problem Solving

PROJECTS

Interactive Skill Enhancer For Children With ASD and ID | [Link](#)

Unity | AR/VR

- Developed interactive modules with AI-driven emotion recognition to improve cognitive, social, and motor skills.
- Finalist at **Smart India Hackathon 2024** for innovative assistive technology.

Obstacle Overrun | [Link](#)

Unreal Engine | C++

- Designed a dynamic game environment where players navigate through challenging obstacles.
- Focused on implementing collision detection, adaptive AI behaviors, and responsive controls.

Tank Shooter | [Link](#)

Unreal Engine | C++

- Created a cartoonish shooter featuring turret-based enemies with intuitive vehicle controls.
- Engineered engaging shooting mechanics and responsive combat dynamics.

Third Person Shooter | [Link](#)

Unreal Engine | C++

- Developed a fully functional shooter emphasizing advanced character movement, precise aiming, and interactive level design.
- Implemented robust enemy AI, shooting mechanics, and a balanced health system.

EVENTS

Smart India Hackathon 2024 | Finalist

Developed a VR-based assistive tool for children with ASD/ID, recognized for innovation in immersive learning.

BIT Hacks 2023 | Winner

Designed a VR Maze Game, showcasing technical excellence and problem-solving skills to secure first place.

BRICS 2023 | Third Place

Earned third place with a cutting-edge tech project focused on innovation and impact.