

# Shanmuga Velayutham B

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## Objective

Aspiring game developer with 6 months of industry experience in game development, proficient in Unity and C#. Looking to leverage my skills to contribute to innovative game projects.

## Work Experience

- **Game Developer**  
*Pixcell Play, 01/05/2024 – Present*
  - Developed and improved multiple game projects, collaborating with designers and artists.
  - Integrated Jio and Facebook SDKs for instant games, enhancing functionality and user experience.
- **Game Developer Intern**  
*Pixcell Play, 01/05/2024 – 30/04/2024*
  - Completed a three-month internship focusing on game programming and development.
- **Game tester Intern**  
*Bowled.io, 11/08/2023 – 11/09/2023*
  - Completed a one-month internship as a game tester for beta testing.

## Project Experience

- **Office projects :**
  - **Project: Suika (2D Game like 2048 and Watermelon Game)**
    - Worked on the second version of the game, focusing on gameplay improvisation and implementing additional features.
    - Implemented features such as bot leaderboard, daily quests, and in-app purchases (IAPs). And used Dotween for animations.
  - **Project: Super Stylish Game**
    - Implemented various features to enhance gameplay.
  - **Project: Push It Bunny**
    - Developed ad-free version with gameplay improvements, IAPs, and analytics.
  - **Other Projects:**
    - Converted Android games to web versions for platforms like Jio Games and Facebook.
    - Managed Android package optimizations and ad integration.
- **Freelance projects :**
  - **Car Simulation Project**
    - Developed a car parking simulation project for a college student.
    - Gained experience with lighting in Unity to enhance the simulation's realism.
  - **Bingo**
    - Created 2D bingo game with grid layout and interactive features.

- **College Projects :**
  - **Chess Game with Face Tracking**
    - Developed a chess game using unity game engine with face tracking for people.
    - Tools used : OpenCV, Python, Numpy, websocket, Anaconda, Unity.
  - **Augmented Reality E-commerce Application (College Mini-Project)**
    - I developed an Augmented Reality application with my team
    - Using unity AR foundation which is an e-commerce application
- **Personal Game Projects:**
  - I developed a 3D game named as gravity manipulation game which is compatible for desktop. And I developed games like Tic-Tac-Toe, gravity glitch and Kid Math game

## Educational Profile

Degree	Course	Specialized	University/board	Institution	Year	Marks
UG	B.E	Computer science	Anna university	Dhaanish ahmed institute of technology, coimbatore	2020 - 2024	CGPA -8.40
HSLC	12th	Math and computer science	State board	Schaffter Higher Secondary School , Tirunelveli	2019 -2020	61.67%
SSLC	10th		State board	Schaffter Higher Secondary School , Tirunelveli	2017 -2018	71.8%

## Technical Skills

- **Programming languages:** C#, Python, java
- **Version Control:** Git
- **Game engine:** Unity
- **3D modelling tool:** Blender
- **AI Tool:** ChatGPT

## Online Courses

- Unity from scratch
- Cloud Essential
- Network basics
- Virtual assistant using python and chat GPT

## Achievements

- Successfully published a game in google play store [playstore developer page](#)
- Certified in Hacker rank for basics of python

## Extracurricular Activities

- Cadet in NCC during schooling
- Drawing .