Shanmuga Velayutham B

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Objective

Aspiring game developer with 5 months of hands-on experience in game development, proficient in Unity and C#. Looking to leverage my skills to contribute to innovative game projects.

Experience

- **Game programmer**
  - As a game programmer at Pixcell Play, I worked on multiple game projects, contributing to their improvement and overall development.
  - Gained comprehensive knowledge of the full game development process, from concept to release.
  - Collaborated effectively with a team of game designers and artists to create cohesive and engaging gameplay experiences.
  - Integrated various SDKs, including Jio and Facebook SDKs, for instant games, enhancing functionality and user experience.
- **Game programmer intern**
  - I completed a three-month internship as a game programmer intern at the company pixcellplay.
- **Game tester intern**
  - I completed a one-month internship as a game tester for beta testing at the company bowled.io.

Project

- Freelance projects :
  - Car simulation project
    - Developed a car parking simulation project for a college student.
    - Gained experience working with lighting in Unity to enhance the simulation's realism.
  - Bingo
    - Developed a 2D bingo game as a freelance project, focusing on grid layout, button functionality, and user interaction.
    - Enhanced my skills in puzzle game development, refining problem-solving abilities and user interface design.
- College project :
  - Developed a chess game using using unity game engine with face tracking for pwds people.
  - Tools used : OpenCV, Python, Numpy, websocket, Anaconda, Unity.
- College mini-project:
  - I developed an Augmented Reality application with my team
  - Using unity AR foundation which is a e-commerce application
- Personal game projects:
  - I developed a 3D game named as gravity manipulation game which is compatible for desktop.

- 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

- o **Programming languages:** Python, C#, java
- o **Version Control:** Git desktop
- o **Game engine:** unity
- o **3D modelling tool:** Blender
- o **AI Tool:** Chat GPT

Online Courses

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

Achievements

- o Successfully published a game in google play store playstore developer page
- o I got certified in Hanker rank for basics of python

Extracurricular Activities

- o One of the cadet in NCC in my schooling
- o I got first price in a drawing competition in my school level.