

# SRINATH KANNAN

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<https://srinathkannan2003.github.io/GameProfile/>

## Skills

- Problem Solving / Statistical Analysis.
- C# Scripting for Unity.
- Texturing, Rigging, Animation.
- UI/UX in games.
- 3D art, Modelling.
- Communication of ideas visually.
- Ability to use AR/VR Features.
- High Concept of Game Physics and Rendering.
- C / C++.

## Softwares / Framework.

- 1) Unity Engine (Multiple Versions).
- 2) Blender.
- 3) Mixamo,
- 4) PhotoShop.
- 5) Unreal Engine.
- 6) BoscaCeoil.

## Projects / Publications.

- HAISE - A 2D Platform Game inspired by LIMBO developed for both PC and ANDROID with stunning vintage visuals.
  - Animation – Skeleton Rigging.
  - Materials - PhotoShop.
  - Music – BoscaCeoil
- Thumb's X – An Casual Android game that stands out for its complex gaming mechanism with visually stunning particles. | PUBLISHED ON GOOGLE PLAY STORE.
  - Unity's Particle System
  - URP Pipeline for Rendering Graphics.
  - Android / Swipe Controls.
- Car Sample – A Simple 3D Car Controller was made for Android with some hardcore drifting physics.
  - Advance Physics.
  - CineMachine - Best camera controller.
  - SoundCloud – Ingame Sound
- A Lost Space 3D – A beautifully terrain with Objects such as trees, Grass, Flowers and Stone all hand sculptured in different varieties. An Astronaut character completely rigged, animated and controlled. | Skybox |
  - Blender – 3D Objects.
  - Mixamo – Animation, (after Rigging).
  - Android Controller | Joystick and Touch Screen.

## Education

- **Holy Cross Matriculation Higher Secondary School**  
2018 | SSLC | 76%
- **Holy Cross Matriculation Higher Secondary School**  
2020 | HSLC | 70.5%
- **Sri Ramakrishna Institute of Technology**  
2024 | B.E Computer Science and Engineering | 8.3 CGPA