SUHA DINESH S

Game Designer / Programmer

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Portfolio : SuhaDineshS.github.io   Linkedin : www.linkedin.com/in/suha-dinesh-s

Career Objective

I am a passionate video game designer, looking to use my skills in Unity and game development to create fun and compelling games. I aim to work with talented teams, build exciting game experiences, and to grow my expertise in coding and game design.

Experience

Inter at Send Arcade (August-2025 - Present)

During my internship at Send Arcade, I worked as a Game Developer Intern, contributing to the development of a Bomberman-style multiplayer game and supporting various gameplay and UI systems. I collaborated with the team to build core mechanics, develop entire UI framework, debug issues, and improve overall game feel. The internship strengthened my skills in Unity, C#, gameplay programming.

Project Experience

Ragdoll System (Physics System)   View in Portfolio
- Built a full ragdoll system with dynamic limb control and physics-driven reactions.
- Implemented state switching between animated and ragdoll modes.
- Implemented different standing up animations based on direction facing during ragdoll.

Shadow Path Game (Mechanics Prototype)   View in Portfolio
- Developed a unique mechanic where movement is possible only through shadows.
- Implemented real-time light direction manipulation and automatic shadow pathfinding.
- Created a accurate system for scanning walkable shadow tiles.

Space Pests (Course Project)   Play in Itch.io
- Developed a 3D FPS prototype featuring responsive player movement, shooting mechanics, and basic enemy AI.

Astro Explore (Small 2D Platformer Game)
- Familiarized with simple level design, tile painting, movement, and enemy behaviors.

Space Invaders (Practice Project)
- Built a simple clone to practise Unity, C#, and 2D shooter basics.

Education

Bachelor of Technology - Electronics and Communication

College of Engineering Trivandrum   8.02/10 CGPA   2021 - 2025

Certifications

Game Design and Development   2025

Michigan State University

Skills

- Unity
- C#
- C++
- Python

- Level Design
- Game UI
- Team Player
- Flexible