



# CURRICULUM VITAE

Tanay Rangasamy

## CONTACT INFORMATION

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## Education

BSc Engineering (Digital Arts)  
National Senior Certificate (Bachelor's pass)

## Language

English (C2 Proficiency) – Fluent  
Afrikaans (B1 Proficiency) – Intermediate

## License

Code B (No restrictions)

## Key Skills

- Programming skills in C#, C++, Assembly and Delphi.
- Report Writing.
- Excel Spreadsheets.
- Teamwork.
- Critical thinking.
- Analytical skills.
- Good with communication.

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## Objectives

Diligent, hard-working and adaptable pursuing a degree in Digital Arts (BEngSci) and later Information Engineering (BEngSci) at the University of Witwatersrand. I am well versed in the engineering and technological environment as I have experience working at an engineering company which is further enhanced upon via my studies in the engineering field. I am committed to performing above what is expected both academically as well as practically. I am committed to expanding upon and adding to my current set of skills so that I can give back to the community I come from and so that I may further explore and contribute towards the constantly evolving technological landscape. My aspiration is to one day start my own game development company which will create products that will reach both a local as well as an international audience.

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## Education

- 2021 (NSC): Bachelor's degree pass with three distinctions in English, IT (Information Technology) and Biology [Northcliff Highschool].
  - 2022 (Initial Studies): Completed my first year in BSc Biological Science [University of Witwatersrand].
  - 2023-2025 (Current Studies): Currently in my third year of BEngSci Digital Arts [University of Witwatersrand].
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## Work Experience

### Middindi Consulting (Pty) Ltd

Data Capturer.

Recorded results from various mines into suitable excel spreadsheet documents.

[References made available upon request]

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## Projects

### Full length video game [July 2024 – November 2024]

Role: Lead programmer, co-animator and overall designer.

Developed a completed video game using Unity Engine, C# scripting and Blender.

Development process involved programming as well as designing and animating various game assets.

- GitHub repository: <https://github.com/T4N4Y25/WinterIsComing>.
- Released build: <https://t4n4y25.itch.io/winter-is-coming>.

### Air Hockey Simulator [March 2024 – April 2024]

Role: Lead programmer and designer.

Developed a simple simulator for an Air Hockey game using Unity Engine and C# scripting.

- GitHub repository: <https://github.com/T4N4Y25/Flaming-AirHockey>.
  - Released build: <https://t4n4y25.itch.io/flaming-air-hockey>.
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