



Tanuj Thomas Cherian

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About Me

Born and Raised in Hyderabad. My fascination with video games led me down a path of learning the necessary tools at my disposal, to make games of my own and eventually got me a corner in the games industry as a programmer.

Working as a developer for an indie company on an ambitious multiplayer project for the last two years, really taught me how to work with hardware and resource limitations, while producing output that can be deemed impressive by industry professionals.

However, as I networked with people over the years, it came to my realisation that the skills I possess also have an application outside the field of games.

Fields that bring genuine change to the way things are done.

There appears to be a significant technical overlap in the games and simulation space, and that is exactly where I want to be.

Objectives

- My primary objective is to be part of a professional team of different yet like-minded individuals.
 - Learn and Adapt to new technologies, solve problems on a daily basis and deliver quality.
 - Feed off the knowledge of my peers and leaders while providing my two cents, given the opportunity.
 - Deliver High quality output and eventually take up a position of leadership.
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Skills

- Competent understanding of **Object Oriented Programming**
 - Intermediate knowledge of C# Scripting known experience in various Subsets of **Unity3D** such as physics, UI scripting, Lighting, Mecanim, Profiling and Systems Design
 - Proficient in probuilder
 - Basic Understanding of C++
 - Web Technologies: **HTML, CSS, Javascript, ES6**
 - Vector Mathematics and Linear Algebra
 - Data Structures(Array, linked lists)
 - Knowledge in programming patterns such as **SOLID**, Observer, Finite State Machines and **MVC** architecture
 - Experience with Version Control Systems (**Git**)
 - 3D Modelling and texturing using softwares such as **Maya**, Substance Painter and Substance Designer
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Experience

Unity 3D generalist (Mobile Development)

AUM: The Game

Brahman Studios(October 2021-December 2023)

- Refactoring existing code base for an upcoming MOBA

- Building front-end gameplay systems that work hand in hand with an authoritative server.
- Implementation Of optimization techniques, like sprite Atlasing, Static batching, Merging Regular and skinned meshes, lightmap baking, Bitwise operations, pooling.
- Authored the flow of the game including core game loop.
- Created Bot Functionality with basic pathfinding and the ability to use the entire attack suite, authored by behaviour trees.
- Wrote the base for a complex Interactive user experience in the Main Menu.
- Scene setup and lighting.

Gameplay Programmer(PC Development)

Outlier Games(April 2019-March-2021)

- Core player Mechanics of a story based Action/Adventure project
- Souls-like combat system and AI with the usage of Behavior trees.
- Code refactoring

Intern Programmer(Mobile development)

Gameshastra (April 2018- November 2018)

- Active member under the UI scripting team.
- Majority of the work involved working with the project's existing framework.
- Front-end UI feature development.
- Receiving bug reports from the testing team and fixing them.
- Briefly worked on implementation of ads.

Education

- Undergraduate Education - B.Sc. Game Programming, ICAT Hyderabad with a dual degree from Birmingham City University.
 - Intermediate Education - Bhavan's Sri Aurobindo Junior College
 - Secondary Education - St. Michael School
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Other Passions

- Metalhead Drummer with 6 grades of completion certified by the Trinity School of Music
 - Participating in game jams
 - Jump roping while listening to podcasts
 - Running
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