Vignesh Ramesh

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EXPERIENCE

- **Indie Game Developer | Gamkedo Club – US (3 Nov 2017 – 3 Nov 2018)**
  - Lead 2 games project with 16+ team members
  - Contributed to 12 game projects with complexity ranging from (2d to 3d VR)
  - Provided remote assistance around the clock
- **Web Development Intern | Qorql Pvt Ltd – Noida, U.P, India (2 Jan 2017 – 19 May 2017)**
  - Created 4 front end application from idea to launch
  - Worked with back end developers and product managers to provide assistance
- **Web Development Associate | ConneXTech - New Delhi, India (26 Jul 2016 – 26 Sep 2016)**
  - Developed 2 static website and 1 dynamic website from scratch

EDUCATION

- **B-Tech in Computer Science |** JK Lakshmipat University, Jaipur (2013 – 2017) **(CGPA 7.6)**
- **12th Standard - AISSCE |** Aravali International School, Faridabad (2010 – 2012) **(92% Core)**

SKILLS

- **Programming Languages -** Javascript, Python, C++, C#, C, TypeScript, Java
- **Database -** MongoDB, MySql, OracleDB
- **Design Tools -** Adobe Photoshop, Adobe Illustrator, Adobe Premier Pro, Blender
- **Game Engines / Frameworks -** Unreal, Unity 3d, Phaser

PROJECTS

(visit this_link for more projects with detailed description)

- **Clash Tracks (Jan '18 – Apr '18)** [3 months]
  - Top Down Obstacle Racer created using Javascript, Html5 Canvas *@gamkedo.club*
  - Lead a team of 16 to release the final product on time
  - My responsibilities included art and logo creation, gameplay programming and music
- **Buggy Golf (April '18 – May '18)** [1 month]
  - 3D Golf game with cars(Rocket League for Golf) *@gamkedo.club*
  - Collaborated with a team of 11 to deliver product on time
  - My responsibilities included creating menu screens, collision programming and music
- **Steel Cavalry (Feb'18 – July'18)** [4 months]
  - A 2 player 3D action mech game
  - Developed using Unity 3d with a team of 19
  - My responsibilities included creating menu screens, collision programming and music
- **Excalibur SDS (Nov '17 – Feb'18)** [4 months]
  - Paratroopers Clone made using Html5 canvas *@gamkedo.club*
  - Collaborated with a team of 18 people to deliver on time
  - My responsibilities included creating artwork, in game mechanics and music
- **Slick Punch (Nov '17 – Feb'18)** [4 months]
  - 2d side scroller fighting game made using Html5 canvas *@gamkedo.club*
  - Collaborated with a team of 12 people to deliver on time
  - My responsibilities included art and logo creation, gameplay programming and music