

Vignesh Ramesh

+91- 9990824225 @techieVignesh techie.vigneshramesh@gmail.com @VRamazing @techieVignesh vigneshramesh.in

EXPERIENCE

- **Indie Game Developer | Gamkedo Club – US (3 Nov 2017 – PRESENT)**
 - Lead 1 game project with 16 team members
 - Contributed to 8 game projects
 - 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, HTML, Sass, Css
- **Frameworks** - Node.js, Flask.py, Unity3d, Phaser, Pandas, Matplotlib, D3Js, React, Vue, Angular
- **Database** - MongoDB, MySQL, OracleDB
- **Design Tools** - Adobe Photoshop, Adobe Illustrator, Adobe Premier Pro, Blender

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 people** to release the final product on time
- **GameOfViz (Oct '17 – Dec '17) [2 months]**
 - Analysis of Game of Thrones series dataset and visualization @gamkedo.club
 - Data analysis using matplotlib and Pandas. Visualization using D3.js
- **Meetup Planner (Aug '17 – Oct'17) [3 month]**
 - A full stack application that works as a handy meetup planner
 - Developed using Node.js, MongoDB, Vue.js, Vuetify
- **Twitch TV Remote (July '17 – August'17) [1 month]**
 - An SPA that gives info on which users are currently streaming on Twitch.
 - Ability to filter list based on offline and online present.
 - Developed using Angular, Bootstrap 4 and Twitch TV Rest API
- **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
- **Sabrang (Aug '16 – Oct '16) [3 months]**
 - Event based dynamic website for my college's management fest.
 - My job included designing and developing the website followed by data analysis
 - Worked closely with management team for gaining more traction