

Vignesh Gokul Ramanan Asokan

Chennai, India | asokan.vignesh@gmail.com | +91 8754534656

PROFILE

Game Developer with over 3 years of dedicated involvement in crafting engaging gaming experiences. Proficient in C# and C++, with a focus on Unity and Unreal Engine environments. Skilled across all stages of game development, collaborating effectively with diverse teams to deliver successful projects on schedule and within budget. Committed to staying informed about industry trends and fostering a creative atmosphere conducive to innovation.

EXPERIENCE

Magic Notion Ltd., Guildford, England

Unity Engineer

November 2022 – January 2024

Integral part of the development team for an unreleased puzzle game, leading the creation of features and prototypes. Implemented advanced tools to streamline production processes and enhance workflow efficiency. Expertise in debugging and optimizing performance for a seamless gaming experience.

Sun Technologies, Inc., Bangalore, India

Game Developer

December 2019 – May 2021

Crafted and implemented AI enhancements within “[Jolly Rogers Pirates Rumble](#)” through the thoughtful application of NavMesh and Behavior Tree methodologies. Contributed to the Xbox port of “[Secret Neighbor](#)” by Tiny Build Games and crafted engaging hyper-casual games for Android using Unity. Mentored and worked alongside a dedicated team to deliver a mobile gaming project utilizing Unity's platform.

Bumo3dr, Chennai, India

Junior XR Developer

May 2019 – November 2019

Developed Extended Reality sandbox applications for HoloLens, Oculus Rift/Quest in Unreal. Implemented Augmented Reality features to interior design applications.

Weloadin Studio LLP, Chennai, India

Intern Game Developer

December 2018 – April 2019

Conceptualized rapid prototypes and pitched several mobile games ideas. Built AR games using ARCore.

Tata Consultancy Services, Chennai, India

Intern Game Developer

August 2018 – November 2018

Formulated and built an AR Logistics Application on the Android platform using Unity and ARCore SDK.

TECHNICAL SKILLS & PROJECTS

Key Skills : Unity, Unreal, C#, C++, Python, JavaScript, AI programming, UI programming, Git, Slack, OpenGL, MonoGame, Photoshop, Blender.

LinkedIn : <https://linkedin.com/in/vignesh-asokan98>

Portfolio : <https://vigneshasokan.github.io/>

GitHub : <https://github.com/VigneshAsokan?tab=repositories>

EDUCATION

City, University of London

London, UK

MSc, Computer Game Technology. **Grade:** 69.1%

October 2022

International Applicant Scholarship

Coursework: Advanced Games Technology, Computer Vision, Computer Games Architectures, Computer Graphics, Game Development Process, Digital Signal Processing and Audio Programming, Object Oriented Programming in C++.

ICAT Design and Media College

Birmingham City University

Birmingham, UK

BSc (Hons), Interactive Media (Game Design and Development). **Grade:** 60%
Final Project: VR FPS Game. Won best student award.

August 2016 – June 2019

Bharathiar University

Coimbatore, India

BSc (Hons), Interactive Media (Game Design and Development). **Grade:** 70%
Dissertation: “Evolution of Cloud Gaming and The Changes It May Cause”.

August 2016 – June 2019

Sushil Hari International School

Chennai, India

Grade: 73%

March 2016

ACTIVITIES

- Programmed and published a game on Google Play Store with a team of 2 other designers
 - Participated in multiple Game jams including the GGJ 2022
 - Won Best Game Award in final year of college 2019
 - Received Scholarship for best student in the department
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INTERESTS

Language: Fluent in English, Tamil, Kannada, and Hindi.

Interests: Video Games, Dance, Tennis, Badminton, Cricket, and Table Tennis.