

Vignesh Gokul Ramanan Asokan

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

PROFILE

Game developer with over 3 years of dedicated experience in crafting immersive gaming experiences. Proficient in C#, and C++, with expertise in Unity and Unreal Engine environments. Skilled in all stages of game development, from concept to release, and adept at collaborating with cross-functional teams to deliver high-quality projects on time and within budget. Passionate about staying updated with industry trends and fostering creativity in inclusive environments.

EXPERIENCE

Magic Notion Ltd., Guildford, England

Unity Engineer

November 2022 – January 2024

Worked on a yet to be released puzzle game, developing features and prototypes throughout a project. Implementing tools to aid production of the project and improve workflows. Debugged, optimized performance.

Sun Technologies, Inc., Bangalore, India

Game Developer

December 2019 – May 2021

Designed and Integrated AI in “[Jolly Rogers Pirates Rumble](#)” using NavMesh and Behavior Tree. Worked on “[Secret Neighbor](#)” Xbox port. Created Hyper casual games for Android in Unity. Trained and led a team to design and develop a mobile game using Unity.

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://sites.google.com/view/vigneshasokan>

GitHub : <https://github.com/VigneshAsokan98?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%

August 2016 – June 2019

Final Project: VR FPS Game. Won best student award.

Bharathiar University

BSc (Hons), Interactive Media (Game Design and Development). **Grade:** 70%

Dissertation: “Evolution of Cloud Gaming and The Changes It May Cause”.

Coimbatore, India

August 2016 – June 2019

Sushil Hari International School

Grade: 73%

Chennai, India

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
-

INTERESTS

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

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