Vignesh Gokul Ramanan Asokan

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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://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%   August 2016 – June 2019
Final Project: VR FPS Game. Won best student award.

Bharathiar University   Coimbatore, India
BSc (Hons), Interactive Media (Game Design and Development). **Grade**: 70%   August 2016 – June 2019
Dissertation: "Evolution of Cloud Gaming and The Changes It May Cause".

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

INTERESTS

Language: Fluent in English, Tamil, Kannada, and Hindi.
Interests: Video Games, Dance, Tennis, Badminton, Cricket, and Table Tennis.