Vignesh Gokul Ramanan Asokan

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PROFILE

Game Developer with over 4 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 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. Applied 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 an AI NPC feature within "Jolly Rogers Pirates Rumble" with the help 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 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
- UI programming
- Photoshop
- C#
- C++
- OpenGL
- Blender
- JavaScript
- Python
- AI programming

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
- 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.