

VIGNESH MOHAN

Online Portfolio link:

<https://vigneshmohan1698.github.io/Portfolio/>

Web Application Developer

Game development and
Design

CERTIFICATIONS AND AWARDS

CERTIFICATIONS:


- Algorithmic toolbox- University of California San Diego
- 3D Male Character modelling using Maya, Zbrush and Substance Painter – Victor3D (Udemy)
- C, C++ programming – SRM axis intellects

AWARDS:

- Won best project and innovative programmer award during LTI training in Web application.
- Cleared Microsoft national level C# Brainbench exam.

CONTACT

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EXPERIENCE

Indie Game Developer

MARCH 2020 - PRESENT

Working as a part time game developer with Unity 3D Game engine. Developed an infinite Runner game called Spectral Run coming to play store soon.

Software Developer- *Larsen & Toubro Infotech*

JUNE 2019- PRESENT

Working as a .Net web application developer. Employing cloud computing technologies using Microsoft Azure.

SKILLS

- Autodesk Maya 3D
- C# Programming
- Substance Painter
- Web technologies and SQL Server
- Unity3D Game Engine
- Zbrush, Blender

PROJECTS:

1. Gaming Web Application (May – June 2019)

Part of training project at LTI. Developed 2 games using C# and JavaScript in Web applications created using .Net Framework 4.7.

2. 3D Mobile Runner Game (January – April 2021)

An Infinite runner game developed using Unity3D Game engine. It is under initial review and coming to play store soon.

3. 3D Game Character Modelling (Jan – March 2019)

AAA Male Character Modelling Pipeline. The base mesh was sculpted in Zbrush. Maya was used for Modelling of props and retopology of the character. Marvelous designer was used for clothing and Substance painter for texturing of the character.

EDUCATION

Bachelor's in Electrical and Electronics
Engineering- *Easwari Engineering
College*

First Class
2015-2019

HSLC Tamil Nadu State
Board- *GRT Mahalakshmi Vidyalaya*
95% - 1140/1200
2013-2015

Majored – Computer Science.