

VIGNESH MOHAN

Web Developer

Game developer


PROFILE AND AWARDS


Aspiring Game developer. Acquired good knowledge of programming concepts and programming languages like C# and C++. Worked with Unity3D Game Engine and created 2D Games. Industry-level experience in Web Applications.

AWARDS:

1. Won best project award during training at LTI.
2. Won innovative programmer award for the creating Games in Web application.
3. C# Brainbench exam (3.47/5).

CONTACT

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EXPERIENCE

Larsen & Toubro Infotech

MAY 2019-JUNE 2019

Graduate Engineer Trainee

Undergone training in SQL server, C# and .Net MVC.
Developed a Gaming Web application using .Net as a part of training project.
Individual contribution: Developed two Games in the Web application

Software Developer

JUNE 2019- PRESENT

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

SKILLS

- C# Programming
- Web technologies (.Net, HTML & CSS)
- Cloud Computing (Azure)
- Unity3D Game Engine
- Autodesk Maya
- SQL Server Database

PROJECTS:

1. Gaming Web Application (May – June 2019)

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

2. 2D Tower Defense Game (March 2018)

Created 2D tower defense Game using Unity3D. Involved Unity3D concepts like Raytracing, pathfinding etc.

3. Artificial intelligence Tic-Tac-Toe (May 2010)

Implemented Tic-Tac-Toe using MiniMax AI algorithm in web application. The game was built using C# programming Language.

EDUCATION

Bachelor's in EEE

2015-2019

Completed my B.E in Electronics engineering from Easwari Engineering college with First class 75%.

HSLC Tamil Nadu State

Board

2013-2015

Completed high School majored in Computer Science with 95%.