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| Vignesh mohan  Online Portfolio link: <https://vigneshmohan1698.github.io/Portfolio/> |  |  | **Web Application Developer** | |
|  |  | Game development and Design | |
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| Certifications and Awards |  |  | CONTACT | |
| 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. |  |  | Phone icon | +918015589776 |
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| EXPERIENCE |  |  | SKILLS | |
| 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. |  |  | * Autodesk Maya 3D * C# Programming * Substance Painter * Web technologies and SQL Server * Unity3D Game Engine * Zbrush, Blender | |
| Software Developer- *Larsen & Toubro  Infotech* June 2019- Present  Working as a .Net web application developer. Employing cloud computing technologies using Microsoft Azure. |  |  |
|  | EdUCATION | |
| 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.   1. **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.   1. **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. |  |  | 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. | |