Vignesh Tongaria

+91 9999511966 | vigneshtongaria@gmail.com | github.com/VigneshTongaria | www.linkedin.com/in/vignesh-tongaria-3588541b7/

Game Developer and an **IIT BOMBAY** graduate seeking full-time roles in Software Industry

EDUCATION

Indian Institute of Technology Bombay, *B.Tech in Engineering Physics* | Mumbai, India   GPA: 7.0 / 10   Nov 2023

G.D Salwan Public School, *12th CBSE Board* | Delhi, India   %: 90.2   May 2019

G.D Salwan Public School, *10th CBSE Board* | Delhi, India   %: 92   May 2017

EXPERIENCE

InfiVR, *VR/AR Developer* | Banglore (India)   May 2024 - current

- Developed **VR/AR** training simulations in **Unity** using XR Interaction Toolkit targeting **Quest 2** and **Focus 3**.
- Engineered custom interaction systems by extending XR interaction toolkit, enhancing flexibility with **C#** language.
- Executed clean code principles, design patterns, and optimized for **VR**, ensuring stable and high-performance.

Bellurbis, *Game Programmer Intern* | Gurgaon (Haryana,India)   Sep 2023 - April 2024

- Coordinated to manage the front-end development of a **multiplayer** BlackJack game using **Cocos Engine** in **typescript**.
- Worked on a **Air Hockey** game using **Unity Engine** in **C#** with over **10k+** downloads on the Google-playstore.
- Utilized the **MVC** model & managed the physics, collisions, animations, and optimization for the games.

Vizuara, *Game Development Intern* | Remote (India)   June 2022 - September 2022

- Developed **24** small interactive games based on Science NCERT using **Unity** targeting **6th-10th** class children.
- Executed the logics in **C#** which incorporated drag and drop, physics collision events, animations, camera, etc.
- Added a **Google Sign-in** system to the collection of the 24 games using **firebase** in unity.

SKILLS

Languages	C#,C++, typescript, Java, LaTeX
Key Courses	Linear Algebra, Computer Programming, Calculus, Digital Systems, Electronics labs, Numerical Analysis, Economics, Data Analysis, Complex Analysis, Statistical Physics, Quantum Mechanics, Engineering Drawing, and Classical Mechanics.

PROJECTS

3D - Renderer   Feb - 2025 - current

- Building a **3D** renderer in **C++/OpenGL** supporting **GLB/OBJ** model loading with texture extraction.
- Implemented **Blinn-Phong** lighting model with depth shadows with real-time **directional/point** light on models.

Workout Tracker App – *Personal Project*   July-2022

- Developed a workout tracker app using **andriod studio** in **Java** for tracking daily workouts for each date.
- Logisctics included DSA, modularity, taking inputs, creating views, and local storage for each date.

Pattern Unlocking using Objects - *College Course Project*   september-2021

- Coordinated in a team of 3 to engineer an object - a **3x3** square grid mapping device utilizing **Arduino UNO**.
- Analyzed and tracked the object's position with the ultrasonic sensor of a width of about **2-3 cm**.

Achievements

98.2 percentile among 1.3 million candidates   Competitive Joint Entrance Examination 2019

India 2019