Vishnu Suresh

Technical Programmer

+1 365 998-3140 | Vancouver, BC | GitHub | Portfolio | LinkedIn | Email

Skills

Languages: C#, JSON, Python, Unreal Engine Blueprints

Engines & Tools: Unreal Engine (Niagara), Unity, FMOD, GitHub, Visual Studio, JetBrains Rider

Specialties: Real-time VFX, Shader Creation, System Design, Optimized Rendering, Rapid Prototyping

Work Experience

TRAIN WRECK - VFS Final Project

Nov 2024 - Present

Programmer

- Designed **real-time VFX** systems using **Unity's VFX and Shader Graph**, including smoke and environmental effects.
- Optimized rendering techniques, improving performance while maintaining high-fidelity visuals.
- Built a modular architecture, enhancing scalability and reducing iteration time by 30%.
- Developed complex AI behaviours and integrated adaptive FMOD audio for immersive environments.
- Collaborated across disciplines to rapidly prototype and deliver polished gameplay systems.

CALAMITY CHASM - VFS Team Project

Sep 2024 - Oct 2024

Programmer

- Programmed and animated 5+ visual effects (explosions, particle-based contrails, and environmental impacts).
- Built a **dynamic progression UI** inspired by *Risk of Rain*, using custom shaders and advanced VFX.
- Worked with artists and designers to ensure seamless integration of gameplay and visual effects.
- Optimized performance by implementing efficient particle systems for real-time playability.

FANTASY PROJECT - VFS Student Project

Sep 2024 - Dec 2024

Programmer

- Implemented Unreal Engine Blueprints and Niagara systems to create cinematic and gameplay VFX.
- Designed and optimized complex enemy AI behaviours and visual feedback for a challenging boss fight.
- Collaborated across disciplines, refining visual systems and enhancing rendering performance.

Education

Vancouver Film School

Jan 2024 - Mar 2024

Diploma Game Design

Fanshawe College

Jan 2018 - Dec 2021

Adv. Diploma Graphic Design

Hobbies

GameJams - Running - Reading - Photography - Swimming - Powerlifting - Hiking

Certificates

Python Mastery Apr 2023

Code With Mosh