

# Vishnu Suresh

## Programmer

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### Skills

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

**Engines & Tools:** Unity, Unreal Engine, FMOD, GitHub, Visual Studio, JetBrains Rider

**Specialties:** Multiplayer, System Design, AI Programming, VFX, Shaders, Rapid Prototyping

### Work Experience

#### TRAIN WRECK - VFS Final Project

Nov 2024 - Present

Programmer

- Implemented a **modular architecture**, reducing iteration time by 30%, improving workflow efficiency among designers and programmers.
- Designed real-time VFX systems using **Unity's VFX** and **Shader Graph**, including gameplay elements and environmental effects.
- Developed and optimized **AI behaviour** for non-player entities, enhancing gameplay depth.
- Built a **JSON**-based heatmap system visualizing player data from 50+ playtests.
- Implemented 80+ sounds in **FMOD**, including player-specific audio and real-time variations.
- 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+ gameplay** mechanics, including punching fists, trap doors, explosive barrels, and interactive UI elements.
- Designed and programmed **user-friendly UI**, including HUD and menus with integrated VFX for immersive experiences.
- Created a dynamic progression UI bar **inspired by Risk of Rain** to enhance player engagement.
- Worked closely with designers and artists to ensure seamless system integration.
- Optimized performance**, reducing draw calls by 20% using baked lighting and occlusion culling.

#### FANTASY PROJECT - VFS Student Project

Sep 2024 - Dec 2024

Programmer

- Developed all gameplay elements using **Unreal Engine** and **Blueprints**.
- Worked with pre-existing assets and built-in systems to craft a cohesive gameplay experience.
- Developed a **story-driven level** with an objective mission to acquire weapons and potions of varying skill levels.
- Designed different **enemy behaviors** and a **boss fight**, enhancing combat depth using Unreal's **Behaviour Trees**.
- Implemented **cinematics** and an **NPC dialogue system** to communicate the narrative.

### Education

#### Vancouver Film School

Jan 2024 - Mar 2024

Diploma Game Design

#### Fanshawe College

Jan 2018 - Dec 2021

Adv. Diploma in Graphic Design

### Certificates

#### Python Mastery

Apr 2023

Code With Mosh