

VISHNU NARAYANAN

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Profile Summary

Enthusiastic and focused Unity Game Developer with hands-on experience in developing 2D, 3D, and VR prototypes. Proficient in Unity and C#, with a passion for endless runners, immersive VR, and platform-based experiences. Experienced in game mechanics design, UI integration, prefab workflows, animation controllers, and creative problem solving. Strong visual communication skills reinforced by a background in photography. Seeking junior developer or internship opportunities.

Core Competencies

- Unity 2D/3D Game Development
- C# Programming & Scripting
- Game Mechanics
- AI Scripting & Interactions
- Version Control (Git)
- Performance Optimization
- Game Testing & Debugging
- Team Collaboration & Agile Workflows

Project Experience

Cupid's Target (Game Jam) | Unity 3D

Feb 2024

- Designed a 3D archery gameplay loop with projectile mechanics and hit feedback
- Implemented shooting, damage, and cooldown systems in C#
- Integrated 3D assets, managed level logic, and handled input systems
- Balanced gameplay parameters for optimal user experience

Journey Through Dimensions (Major Team Project) | Unity 3D

Aug 2023 – Dec 2023

- Co-developed a dimension-based puzzle adventure with narrative design elements
- Scripted portal teleportation mechanics using C# and Unity Physics
- Collaborated with designers to prototype and refine game levels
- Conducted playtesting, addressed bugs, and optimized performance

Pixel Platformer Prototype | Unity 2D

May 2023 – Jun 2023

- Developed 2D side-scrolling platformer with basic AI and collectible mechanics
- Designed tilemaps and implemented parallax background
- Managed health, enemy patrol, and item pickup systems

Education

- **M.Sc. in Game Technology** | ICAT Design and Media College, Chennai 2022 –2024
- **B.Sc. in Visual Communication** | Dr. G.R. Damodaran College of Science, Coimbatore 2019 -2022

Tools & Technical Skills

- **Game Engines:** Unity 3D/2D
- **Programming:** C#, OOP, Visual Scripting,
- **Design:** Photoshop, Illustrator, Figma, CSS
- **Version Control:** Git, GitHub
- **Platforms:** Windows, Android

Certifications & Additional Training

- Diploma in Graphic Design – Yellow Tree Academy (2021-2022)
- Programming in C, C++, and Data Structures – CISPRO Placement (2022)

Portfolio & Additional Information

- [Online Portfolio: vishnuvichu25.github.io](https://vishnuvichu25.github.io)
- Game Jams, Playable Builds, and Source Code available on request

Language

- Malayalam, English, Tamil, Hindi (Intermediate)

Additional Interests

- Photography: Candid, Function, and Event shoots
- Gaming: Exploring Game Mechanics
- Cinephiles and story writing.