

# VITTESH RAGHAVAN

TECHNICAL DESIGNER



[My LinkedIn](#)



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[vitteshraghavan.com](#)

## SKILLS

- Unity
- UEFN
- C++
- Github
- Premiere Pro
- Photoshop
- Unreal 5.0
- Blender
- C#
- Diversion
- After Effects
- Adobe Audition
- Ren'Py
- Python
- Perforce

## EXPERIENCE

### BrainwaveS Neurorehab Solutions

Programmer & 3D Artist -

Intern

Sept 2023 - Sept 2024

- Developed a single-level VR game in Unity aimed at supporting patients with mobility issues through interactive gameplay.
- Scripted movement and scoring systems using C#.
- Animated and rigged a 3D human character for a VR game using Blender.
- Designed assets and multiple levels for a VR game.

### Black Banshee Studios

Technical Designer

Feb 2025 - Present

- Scripted gameplay systems and tools using C#,C++, Python across Unity and Unreal Engine 5.0.
- Refactored project codebases to improve modularity, reusability, and long-term maintainability.
- Collaborated in Agile sprints for rapid, iterative development.
- Designed and scripted UI/UX systems for multiple in-game menus.

## PROJECTS

### **Conquering of The Royal Keep**

*Black Banshee Studios*

**Lead Programmer**

Team Size : 8

[Playable Link](#)

- Scripted gameplay and dialogue systems in Python using Ren'Py engine.
- Designed and Scripted navigation and puzzle mechanics.
- Designed and Implemented interactive image buttons using Photoshop.
- Conducted comprehensive QA testing, debugging, and performance optimization to deliver a polished final build.

### **Elixir Blitz: Saya's Trials**

*M10*

**Programmer**

Team Size : 8

- Designed and Scripted potion making mechanics.
- Created and Implemented UI for Potion making system.
- Scripted a modular collectibles framework, allowing easier management of different types of ingredients.

## EDUCATION

### **SRM IST**

*Chennai, India*

2020 - 2024

*B.Tech in Computer Science Engineering*

*Specialization : Gaming Technology*

GPA : 3.74

### **Full Sail University**

*Winter Park, Florida*

2024 - 2025

*Master's in Game Design*

GPA : 4.0

*Valedictorian*

## GAME JAMS

### **Epic MegaJam**

*October 2025*

7 days - Epic Games

"Tomorrow's Problem" - [itch.io link](#)

### **Unreal Fest Game Jam - UEFN**

*June 2025*

48hrs - Full Sail

Awarded 1<sup>st</sup> place for "Best Multiplayer"