VITTESH RAGHAVAN
TECHNICAL DESIGNER

[in] My LinkedIn

[✉] vitteshraghavan@gmail.com

[🌐] vitteshraghavan.com

SKILLS

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

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 1st place for "Best Multiplayer"