

VITTESH RAGHAVAN

TECHNICAL DESIGNER



[My LinkedIn](#)



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vitteshraghavan.com

SKILLS

- Unity
- Unreal 5.0
- UEFN
- Blender
- Ren'Py
- C++
- C#
- Python
- Github
- Diversion
- Perforce
- 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"