

VITTESH RAGHAVAN

GAME DESIGNER



[My LinkedIn](#)



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vitteshraghavan.com

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.
- Designed assets and multiple levels for a VR game.



InGage Technologies

Instructor - Intern

Oct 2022 - Nov 2022

- Trained 50+ undergraduate students to develop a VR game using Unity and C# from scratch.
- Led workshops and hands-on learning sessions to deepen students' understanding of Unity and VR fundamentals.

PROJECTS

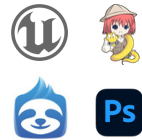
Conquering of The Royal Keep

Lead Programmer

Team Size : 8

Black Banshee Studios

- 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

Programmer

Team Size : 8

M10

- 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 (latest as of August)

SKILLS

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

GAME JAMS

Hall of Fame Game Jam - UE 5.0

March 2025

24 hr - Full Sail

"Losing It" - [itch.io link](https://itch.io/link)

Unreal Fest Game Jam - UEFN

June 2025

48hrs - Full Sail

Awarded 1st place for "Best Multiplayer"