

I'm

Ajay Arumugam. J

Game Developer | Game Designer | 2D Animation



About me

hello world!

I am a hardworking, perfection-driven **Game Developer** dedicated to create immersive gaming experiences. I am eager to learn and thrive within a collaborative game development team. My strong foundation in coding languages, stemming from my background in computer science, empowers me to excel. I am an enthusiastic learner continually expanding my skill set to elevate my work to new heights.

Skills

that pay the bills

Principles

- Game Development
- Game Design
- 2D Animation
- 3D Modelling (*basics*)

Software

- Unity (*obviously*)
- Adobe Animate
- Maya
- PremierPro/ Photoshop
- GitHub

Development

- C#
- C++
- HTML, CSS, PHP

Personal

- Problem Solving
- Project Management & Leadership
- Collaborative Working Ethic

[LinkedIn](#) | [Portfolio](#)

Projects

AltWorld Game Jam

Aug. 2023

My participation in the Altworld Game Jam allowed me to experiment with develop my 3D modeling skills. I placed 3rd with my game level design, 'Skyward Journey,' and I'm eager to apply these learnings to future game development projects.



ICAT Game Jam

Apr. 2020

Created the main character, character animations and cut scene for our game, drawing inspiration from the jam's theme of transform.

B.Sc.CS Final Project

Apr. 2020

implemented a basic neural network for image recognition during my research project.



Education

M.Sc.Game Technology

Mar 2022 → Present — Full Time

ICAT Design and Media College, Bengaluru.

Web and Graphics

Oct 2020 → Apr 2021 — Part Time

Adoro Institute Of Multimedia,Coimbatore.

B. Sc. Computer Science

2019 → 2022 — Full Time

Dr.SNS Rajalakshmi College Of Arts and Science, Coimbatore.