I'm
Ajay Arumugam. J
Game Developer | Technical Artist | Animator

About me

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

Principles
- Game Development
- Game Design
- 2D Animation
- Game Character

Software
- Unity
- Adobe Animate
- PremierPro
- Photoshop
- GitHub
- Maya

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

Personal
- Problem Solving
- Collaborative Working Ethics
- Project Management

Linkedin   **Portfolip**

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