

I'm

# Ajay Arumugam. J

Game Developer | Technical Artist | 2D 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

## 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.

## 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

## Work experience

### DigAmend Technology Solutions

20/06/2024 - Current

Working as Technical Artist and Game Developer.

[Linkedin](#)

[Portfolip](#)

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