

I'm

Ajay Arumugam. J

Unity C# Developer | Technical Artist Unity



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 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
- Communication

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.

Education

M.Sc.Game Technology

Mar 2022 - June 2024(Full Time)

ICAT Design and Media College, Bengaluru.

B. Sc. Computer Science

2019 -2022 (Full Time)

Dr.SNS Rajalakshmi College Of Arts and Science, Coimbatore

Web and Graphics

Oct 2020 - Apr 2021 (Part Time)

Adoro Institute Of Multimedia,Coimbatore.

Work Experience

DigAmenD Technology Solutions

20/06/2024 - 13/08/2024

Worked as Unity Developer.

Novac Immerz

19/08/2024 - Current

Working as Unity XR Developer.

[Linkedin](#)

[Portfolip](#)

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