

Roshan A P

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Objective

As an intern student with a passion for 3D modelling, I bring a unique blend of creativity, technical proficiency, and a drive for innovation to the table. With a solid foundation in 3D modelling software and a keen eye for detail, I am eager to contribute fresh ideas and collaborate on projects that push the boundaries of visual design and virtual representation. My goal is to leverage my skills and enthusiasm to make meaningful contributions to your team while further developing my expertise in the field of 3D modelling.

Experience

- Game Design Plus** 06/06/2024 - 16/07/2024
Intern
Developed and launched the "Evolution Gun Game 3v3" in Fortnite's Creative, creating engaging gameplay elements and enhancing the player experience through innovative mechanics.

Education

- Kalasalingam Academy of Research and Education, Krishnan Kovil, Tamil Nadu** 2022 - Present
B. Tech Information Technology
CGPA: 9.06
- St. Thomas Mat. Hr. Sec. School, Thoothukudi, Tamil Nadu** 2021 - 2022
HSC
Percentage: 80.16%
- St. Thomas Mat. Hr. Sec. School, Thoothukudi, Tamil Nadu** 2019 - 2022
SSLC
Percentage: 76.2%

Skills

- Unity
- Unreal Engine
- Blender
- Maya
- Coding
- Adobe Photoshop
- Unreal Engine for Fortnite

Projects

- C Doc**
Developed a program to calculate medical tablet dosage meter guidance through Computer Program
- Zombie Runner**
A 2D hyper casual game, where the player should avoid obstacles and run towards the end.
- Brick Breaker**
A 2D hyper casual game, In which player should break each and every brick in the platform.
- Run Man**
A 3D hyper casual game, In which the player run towards the end by crossing each and every obstacles that come towards him.
- Zombie Shooter**
A 3D FPS Game, In which the player shoots the approaching enemies towards him
- Programming Mania**
Designed and developed an engaging 2D platformer game where players solve puzzles to progress through levels. Implemented challenging puzzles and creative level designs to enhance player engagement and enjoyment.

- **Escape in Space**

In "Escape in Space," you take on the role of a rocket navigating through a cosmic battlefield. Your mission is to evade falling aliens while collecting power-ups to boost your score. The game features an endless runner format, ensuring that the challenge never stops!

- **Virtual Reality Experience for Club Event Promotion**

Developed an immersive Virtual Reality experience to announce and promote a club event, enhancing engagement and creating an interactive platform for attendees. Designed and implemented the VR environment with a focus on innovative visuals, event highlights, and user interaction to captivate the audience and effectively convey event details. This project showcased expertise in VR development, creative storytelling, and user experience design.

Achievements & Awards

- Awarded 3rd place in the Alter Contst #7 - GameJam for developing a 2D platformer game that combines puzzle-solving with progression mechanics. The game challenges players to solve intricate puzzles to unlock new levels and advance through the storyline, creating an engaging and immersive experience. This achievement highlights skills in creativity, problem-solving, and delivering under tight deadlines in a competitive environment.

Interests

- Game Development
- 3D Modelling
- Animation
- CG Programme
- Photoshop

Languages

- Tamil
- English
- Hindi

Personal Details

- ArtStation : <https://www.artstation.com/aproshan4>
- GitHub : <https://github.com/AP-Roshan>