SHERWIN CHETTIAR

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🌐 **Portfolio :-** https://sherwin012.github.io/github-portfolio
💼 **LinkedIn :-** linkedin.com/in/sherwin-c-41b3b7111

Professional Summary

- Game Developer with over a year of professional experience specializing in Unity & C#, with proven expertise in building 2D/3D mobile and PC games. Skilled in gameplay programming, AI-driven systems, UI/UX development, multiplayer integration, and performance optimization across diverse platforms including VR/AR. Experienced in collaborating with designers and artists to deliver engaging, scalable, and visually appealing games. Portfolio includes casual mobile titles, puzzle games, RPG prototypes, and FPS projects, showcasing versatility across genres. Passionate about creating immersive player experiences and eager to contribute technical and creative skills.

Core Skills

🎮 **Game Engines:** Unity (expert), Unreal (intermediate)

💻 **Programming:** C#, C++, JavaScript, HTML/CSS

⚙️ **Specializations:** Gameplay Mechanics, AI (Pathfinding), Multiplayer & Networking, Optimization (memory & FPS), UI/UX

🎨 **Graphics & Animation:** Maya, Blender, Photoshop, Illustrator, After Effects, Shaders

🖼️ **Platforms:** Mobile, PC, VR/AR

🛠️ **Tools:** Git, MySQL

Work Experience

Unity Developer
Avataryug, Mumbai — May 2024 – Present

- Designed, developed, and optimized 2D/3D games and interactive experiences using Unity and C#.
- Implemented gameplay mechanics, UI/UX, animations, and physics-based systems aligned with design specifications.
- Participated in game design discussions and contributed innovative ideas to improve player engagement.
- Worked on multiple in-house casual games that would be published in the various stores.
- Implemented AI-driven enemy behaviors and pathfinding systems to enhance gameplay.

Projects & Portfolio

(Full details: https://sherwin012.github.io/github-portfolio)

- Gem Clash – Match-3 Puzzle Game.
- Crown Dash – Endless Runner.
- Sharp Shooter - FPS arena game
- Pixel Rampage - Action shooter featuring fast-paced platform combat

Certifications

- Junior Programmer Certification
  Issuer: Unity Learn

- Complete C# Unity Game Developer 3D
  Issuer: Udemy

- ➢ Complete C# Unity RPG Game Developer
  Issuer: Udemy

- ➢ Unity Match-3 Puzzle Game Development
  Issuer: Udemy

Academic Project

- ➢ **Project Title**- V-BuildIT (Website).

- ➢ **Software used for Frontend / Backend** – HTML, JavaScript, CSS / MySQL.

- ➢ **Description –** An Ecommerce website selling computer components online.

ADDITIONAL ACTIVITIES

- ➢ Conducted activities, plays, dance programs, games, shows for all the old age people in home for the aged named Little Sisters of the Poor.
- ➢ Conducted activities and skits in St. Theresa of the Child Jesus, Airoli.
- ➢ Participated in many different kinds of Bharatnatyam dance play skit.

ACADEMIC QUALIFICATION

Qualification	Institute/Board	Year of passing
Game Design & Development	Game Institute	2024
B.Sc. IT (Information Technology)	Mumbai University	2021
HSC	Maharashtra State Board	2017
SSC	Maharashtra State Board	2015

SERVICE ORIENTED SKILLS

- Adaptable to any work Environment.
- Good Listener and Excellent Implementer.
- Proficient in domain related assistances with major focus on Customer service and guest handling.
- Endeavored to perform all duties with professionalism and diligence.
- Effective team player with good communication skills.
- Excessive knowledge in computers.

PERSONAL DETAILS

- **Nationality: Indian**
- **Languages Known: English, Hindi, Marathi.**
- **Hobbies and Interests: Swimming, Sports, Trekking and Gaming.**

I hereby declare that the information provided above is true to the best of my knowledge and belief.

Signature: Sherwin Chettiar.

Date: September 20th, 2025.

Place: Abu Dhabi.