Devaraj S

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 Devaraj S | devarazz | thedevaraz

Coimbatore,Tamil Nadu, India

OBJECTIVE

Highly motivated and adaptable college student with a skill set in game development.Seeking a challenging position where I can apply my technical expertise and creative problem-solving skills to contribute to the growth and success of a dynamic game development studio.

EXPERIENCE

- **RaeMox** — *November 2022 - July 2023*
  Product Designer — Coimbatore, India
  - Designed smart glasses for visually impaired people using Fusion 360 and 3D printing.
  - Collaborated with teams to develop software and hardware solutions for healthcare and finance.
  - Ensured the delivery of high-quality, innovative technology products.

EDUCATION

- **B.E. Computer Science Engineering** — *November 2021 - Present*
  KGiSL Institute of Technology — Coimbatore, India
  - GPA: 7.74/10.00

- **Higher Secondary School Certificate** — *May 2021*
  Sai Vidhya Niketan Matriculation Higher Secondary School — Coimbatore,India
  - Grade: 74%

- **Secondary School Leaving Certificate** — *May 2021*
  Sai Vidhya Niketan Matriculation Higher Secondary School — Coimbatore,India
  - Grade: 67.6%

PROJECTS

- **2D Shooter Game: Developed a 2D shooter game with enhanced levels for improved gameplay** — *Jul 2023* [🏪]
  Tools: Unity, C Sharp
  - Designed and implemented engaging game levels, enhancing player experience.
  - Utilized Unity and C sharp to develop game mechanics and interactive features.
  - Enhanced gameplay elements to optimize game balance and user engagement.
  - Applied iterative testing and feedback to refine game levels and improve overall quality.

- **Flappy Bird Clone: Developed a Flappy Bird-style game using Unity and premade templates** — *Jul 2023* [🏪]
  Tools: Unity, C Sharp, premade templates
  - Created a Flappy Bird-style game with engaging mechanics and smooth gameplay.
  - Utilized Unity and premade templates to accelerate development and integrate core features.
  - Customized game assets and logic to enhance player experience and challenge.
  - Implemented iterative testing to refine gameplay and address user feedback.

SKILLS

- **Technical Skills:** Unity, Blender, Fusion 360, 3D Printers tools, C Sharp
- **Soft Skills:** Time Management, Adaptability, Teamwork

CERTIFICATIONS

- **Autodesk :** Design and Manufacturing with Fusion 360 — *Jul 2023*
- **Michigan State University :** Game Design and Development 1: 2D Shooter — *Sep 2023*