R Sarveshvarn

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Summary

Hi! I'm R Sarveshvarn, An ardent 1st Year Computer Science Engineering Student at SRM Institute of Science and Technology, Ramapuram. I am a fervent Game Developer and my journey in the world of game development is fueled by an unwavering passion for creating immersive and captivating gaming experiences.

As a student at SRM Ramapuram, I am actively engaged in honing my skills across various facets of game development, from design principles to programming and graphics. The academic environment provides me with a solid foundation, while my personal projects serve as a canvas for bringing my creative ideas to life.

I thrive on the challenges and innovations within the gaming industry, constantly pushing myself to stay ahead of the curve. Whether collaborating with fellow developers, participating in game jams, or staying abreast of the latest industry trends, I am committed to contributing my unique perspective to the gaming community.

With a mindset focused on continuous learning and a determination to make my mark in the gaming world, I am excited about the journey ahead and the possibilities that lie within the ever-expanding field of game development.

Let's Game!

Experience

Undergraduate
SRM University
Jun 2023 - Present (8 months)
Web Development Enthusiast | SRM Ramapuram Campus

Hello, I'm R Sarveshvarn, 17, SRM RMP Student. I am an addict to Game development, I traverse to its depths and create games.
Studied at Amrita Vidyalayam Ramapuram, I pursue hobbies like: Sports particularly Badminton, Music and most importantly Software Projects/Coding Projects.
Bringing the games we used to play as kids to the browser is my goal and also to innovate new game in the process is my ambition.

Education

SRM University
Bachelor of Technology, Computer Science
2023 - 2027

Amrita Vidyalayam
High School Diploma, Computer Science
2016 - 2023

Licenses & Certifications

Github - GitHub

https://github.com/gdev-kingx?tab=repositories

Skills

JavaScript • Python (Programming Language) • Pygame • C (Programming Language) • HTML5 • Cascading Style Sheets (CSS) • Object-Oriented Programming (OOP) • Team Management • Lua • Java