

# T LOGESH PERUMAL

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## SUMMARY

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Aspiring game developer with a strong foundation in C++, C#, and game engines like Unity and Unreal. Passionate about game development, game testing, and software development. Seeking opportunities to leverage programming and problem-solving skills in an innovative environment.

## EDUCATION

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### VIT BHOPAL UNIVERSITY

Bhopal, Madhya Pradesh, India

Bachelor of Technology

Expected June, 2026

- Computer Science and Engineering with Specialization in Gaming Technology
- CGPA : 8.37/10
- Related Coursework: Unreal Engine, Unity, HTML5

### EDUSTAR INTERNATIONAL SCHOOL (Class XII)

Kovilpatti, Tamil Nadu, India

Central Board of Secondary Education

2022

- Percentage: 85%
- Subject : Computer Science, Physics, Maths, Chemistry

### EDUSTAR INTERNATIONAL SCHOOL (Class X)

Kovilpatti, Tamil Nadu, India

Central Board of Secondary Education

2022

- Percentage: 73.2%

## WORK EXPERIENCE

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### CLOVETRIX TECHNOLOGIES (Remote Internship)

1 March, 2025 - 31 April, 2025

- Duration: 2 Months
- Started with the basics of Salesforce such as getting familiar with the interface, learning in depth about the apex language.
- Worked on a project to make modification in the visualforce page of a client as per the requirements. Some of the modifications are adding some new fields in the page, rearranging the page layout, etc.

### UNIFIED MENTOR (Data Scientist Intern)

15 April, 2025 - 15 July, 2025

- Duration: 3 Months
- I have learnt in depth about **python programming** (such as pandas, numpy, matplotlib, etc). I am working on four projects in which the given data should be processed and provide the output in a graphical format (such as to **find the attrition rate of employees** from the given data).

## PROJECTS

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### AR Tennis Game (University Project)

- It is a AR tennis game in which the player's bat is controlled by the movements of a blue coloured object which is captured by the device camera.
- Software used: Unity Engine, Onen CV
- It is a group project. I have worked on the physics of ball and bat mechanics which includes the speed of the ball after being hit by the bat and force applied by the bat on the ball.

## **ACTIVITIES**

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## **CERTIFICATES**

- Unity and C# Basics (Coursera)
- Foundation of Cyber Physical Systems (NPTEL)

## **ADDITIONAL**

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**Technical Skills:** Python, Java, C++, C#, HTML5, Javascript, Unreal Engine, Unity Engine

**Languages:** English, Tamil, Hindi