SANJITH

Game Developer

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CAREER OBJECTIVE

Innovative Video Game Software Developer with one year of experience creating and implementing new features and optimizing game performance. I have created engaging gameplay mechanics, developed game narratives, and designed compelling levels, Ensuring that player experience is challenging yet enjoyable. skilled in collaborating with artists and designers to enhance game aesthetics and optimize game code for improved performance and a passion for creating immersive gaming experiences.

EDUCATION

Bharath Institute of Higher Education and Research

B.Tech Computer Science and Engineering
2019 - 2023

St.Sebastian Matriculation Hr. Sec. School

Higher Secondary
2017 - 2019

SKILLS

- Virtual Reality (VR) development
- Proficient in programming languages (C++, C#)
- Game engine proficiency (e.g., Unity, Unreal Engine)
- Game performance optimization
- Enemy behavior design
- Adaptability and continuous learning

CERTIFICATIONS

- **XAMK Open University of Applied Science**
  Video Games Creation Course Online

- **NPTEL Certification**
  IP Management & Technology Transfer

PROFESSIONAL EXPERIENCE

Junior Game Developer

VirtiLens | 2023 - Present

Zombie Fury
- I have created an engaging and immersive VR Zombie Shooter game. Using Unity and C#, I designed and developed gameplay mechanics that ensured an exciting and challenging player.
- The game features a zombie apocalypse setting, challenging levels, and exciting weapon choices. Players must navigate through different environments, avoiding obstacles and fighting off zombies to survive.
- Optimized game performance and memory usage, reducing load times by 40% and improving overall game stability by 50% in oculus quest 2.

V20 Cricket
- Developed and implementing realistic fielding behaviors, testing them, and ensuring an Immersive and Realistic batting Experience in Virtual Reality.
- Tested and Debugged game code to ensure quality and performance, resulting in a 10% reduction in game bugs and a smoother user experience.
- Identified the bugs and resolved technical issues in the final stages of the game development process in the beta version.

Horror Simulation
- Created and implemented a new game feature that enhanced the overall horror experience for players in virtual reality.
- Collaborated with the art team to optimize game performance and stability, resulting in a 15% reduction in load times and a 20% increase in frame rate.
- Managed game development projects and timelines, ensuring timely delivery of high-quality game content and features.