

RAHUL S

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PORTFOLIO: [RAHUL S](#)

CAREER OBJECTIVE:

Seeking an opportunity in a dynamic game design company that fosters creativity and innovation, while leveraging my technical expertise and creative thinking along with adaptability, responsibility, and strong skills in design, AR/VR technologies, and video editing to create engaging and immersive gaming experiences that contribute to the company's success.

EDUCATIONAL QUALIFICATION:

Degree/Course	Institution	Year of completion	Percentage
B.E. Computer Science & Design	Rajalakshmi Engineering College	In Progress	7.47 CGPA (Till 6 th semester)
HSC	Lakshmi Garden. Matric. Hr. Sec. School	2022	68.33%
SSLC	Lakshmi Garden. Matric. Hr. Sec. School	2020	85.20%

TECHNICAL SKILLS:

- Unity
- Maya
- AR/VR
- C#
- Premiere Pro
- Alight Motion
- After Effects
- CapCut

PERSONAL SKILLS:

- **Strong Leadership and Team Management:** Confident in guiding teams and making decisions effectively.
- **Video Editing and Cinematography:** Skilled in picturizing videos about myself and others, and creating engaging content.
- **Spatial Awareness:** Excellent at understanding and utilizing space effectively.
- **Time Management:** Efficient in prioritizing tasks and meeting deadlines consistently.

CERTIFICATIONS:

- AR/VR Specialization course (TANSAM)
- Coursera – Introduction to Game Design & Vfx
- NPTEL – Usability Engineering
- LinkedIn – Introduction to Animation & Video editing
- Oracle – Fundamentals of Java & DBMS
- Augmented Reality Marketing – LinkedIn
- Unity Essentials Pathway – Unity
- Product Management Job Simulation – Electronic Arts (EA)
- Epic Games: Introduction to Game Design – Coursera

PROJECT:

Celestial AR - Educational AR Application for Children and All Ages

An interactive AR app built using Unity and Vuforia that teaches kids about celestial bodies using joystick-controlled simulations and a shape-drawing space theme. Includes voice-narrated panels, parental controls, and visual feedback for a fun, safe learning experience.

Petverse – AR/VR Gamified Platform for Pet Interaction

A Unity-based AR/VR platform that simulates lifelike pet adoption, care, and clinic interactions with 3D cats and dogs. Focuses on gamified, user-friendly design across modules like Pet Adoption Center and Breed Store.

No Light Left 1 – First-Person Horror Escape Game

A suspense-driven first-person horror game in Unity featuring escape rooms, haunted environments, and time-based progression. Combines puzzle-solving and survival inspired by Granny-style horror games.

Miles – Automated VR Simulation Car (VR)

An immersive, voice-activated VR driving simulation where players control a car entirely through voice commands. The game emphasizes safe driving practices by integrating automated safety measures, offering both a futuristic experience and a practical demonstration of voice-controlled navigation.

Exist Edge – AR Life Simulation App (Mobile- AR)

An AR life simulation app that presents players with two distinct choices—positive and negative actions. Based on their decisions, the app visualizes future outcomes of their life paths while tracking progress in a connected database. It blends interactive storytelling with moral decision-making to show how choices shape personal growth.

Verdant Saga – Educational Learning Platform for Schools & Colleges (Mobile, PC, VR)

An educational platform designed for schools and colleges, available on Mobile, PC, and VR. The platform combines interactive learning, immersive simulations, and gamified progress tracking to make education engaging and adaptive for diverse learners.

TimeTrace – Time-Based Third-Person Game (*In Development*) (PC)

A third-person, narrative-driven action game inspired by time manipulation mechanics. Similar in spirit to **Quantum Break**, it allows players to bend time during combat and exploration, solving challenges that blend real-time strategy with cinematic storytelling.

Mumbai Rain – News Video Edit (2025)

A broadcast-style video edit created using **Adobe Premiere Pro**, covering the *Mumbai heavy rain and cyclone impact*. The edit focuses on visual storytelling through precise voice-over sync, balanced audio, and bold news titles. Designed with a **realistic newsroom aesthetic**, it captures the intensity of the storm and its effects, showcasing skill in **news editing, motion composition, and audio-visual pacing**.

Cinematic Poetry – A Visual Poem Through Film (2024)

A creative visual poem crafted for the official **Film Club REC**, merging poetry and cinema. Using carefully chosen film scenes, transitions, and rhythm-based pacing, the edit conveys emotional tone and poetic weight through visuals. Demonstrates strength in **creative direction, narrative editing, and thematic design**.

Django Unchained – Script-to-Screen Edit (2024)

A film analysis-style edit produced for **Film Club REC**, aligning the *Django Unchained* screenplay with its corresponding visual scenes. Combines dialogue timing, typography, and cinematic pacing to highlight the connection between writing and visuals. Reflects command over **story-based editing, scripting flow, and text animation**.

REC Tech Lounge – Visual Showcase (2023)

A visual short film created for a **college video editing workshop**, featuring the REC Tech Lounge. Highlights the harmony between nature and technology through smooth transitions, synced tones, and color grading. Marks an early milestone in developing **technical editing precision and visual narrative clarity**.

Sakthi Auto Components – Safety Awareness Project (2025)

A consultancy project leading a team producing 3D animated safety videos for industrial workers. Responsible for post-production including video editing, sound design, and compositing ensuring clarity and engagement. This project applied storytelling and editing skills to a **real-world industrial training context**, balancing creativity with professionalism.

INTERNSHIP:

UI/UX Designer Intern – CodSoft

Completed a 1-month internship focused on user interface design, wireframing, and prototyping using Figma.

3D Modeler & VideoEditor Intern – Sakthi Autos (Consultancy Project, Remote)

Currently working on a funded project involving 3D modeling, rigging, and animation for automotive promotional videos, incorporating multilingual voice-overs, visual effects, and sound design through advanced video editing.

Game Designer Intern – Jabsz Gaming Studio (Remote, Current)

Currently working on a multiplayer mobile game titled Battle Tanks at Jabsz Gaming Studio as a Level Designer Intern. Contributing to map design, gameplay flow, and environment layout. Ongoing internship (4+ months), with the game yet to be released.

AWARDS AND ACHIEVEMENTS:

- **BIONARY(VIT HACKATHON)** – Winner with a cash prize of ₹6000.
- **OPEN SPACE (DEVS REC)** – Inter college Runner with a prize of ₹2000
- **Enthirathon (National Level Hackathon)** – Won the *Best Innovation Award* and ₹5000 prize for *PetVerse*, a cross-platform project featuring AR/VR integration and a third-person 3D gaming experience.
- **Game Expo** – Showcased the game I built –No Light Left (Part – 1)in the game expo conducted by my department receiving a huge appreciation for it.
- **Dezine (Department Symposium)** – Conducted an innovative and immersive video editing workshop, engaging over 70 participants and receiving appreciation for delivering valuable knowledge and hands-on experience.
- **Internal Hackathon (SIH)** – Winner among Top 45 teams with a cash prize of ₹3,000 for the project *Verdant Saga*, developed across Mobile, PC, and Virtual Reality platforms.

VIDEO EDITING EXPERIENCE:

Film Club – Official College Club

Video Editing Lead / Post-Production Head

- Led the **post-production and editing team** for the official college Film Club.
- Edited the club's two flagship videos “**Cinematic Poetry**” and “**Script to Scene**” showcasing storytelling through visuals, pacing, and mood.
- Responsible for **color grading, sound design, and transitions** to maintain a professional cinematic style.
- Collaborated with directors and cinematographers to ensure smooth post-production workflow.

Sakthi Autos Consultancy (Client Project)

Team Lead – Video Production & Editing

- Supervised the **complete video production pipeline** from **3D modeling, rigging, animation** to final editing.
- Led a small creative team ensuring delivery of client-ready promotional content.
- Edited the final video integrating **graphics, animations, and product visuals** with strong narrative flow.
- Maintained brand tone consistency while enhancing visual engagement.

Personal Projects (Independent Work)

Video Editor / Cinematographer

- Conceptualized, shot, and edited **cinematic short videos** with a focus on storytelling and emotional impact.
- Used **motion graphics, seamless transitions, and color mood adjustments** to elevate visual quality.
- Handled the entire workflow from filming to editing showcasing creativity and technical control.

PERSONAL PROFILE:

Name	RAHUL S
Date of birth	16/12/2004
Nationality	Indian
Languages known	Tamil, English
Permanent address	217,Bajanai Koil Street,Palavansathu, Vellore - 632002