

Arram Ganesh

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Profile/Summary

I have achieved my B.Tech Computer Science & Game Development from the BACKSTAGE PASS INSTITUTE OF GAMING AND TECHNOLOGY. I am looking for a junior game developer position to develop my skills and pursue my passion for game development. I am creative, self-motivated, a critical thinker, excellent communicator with both technical & non technical and very passionate about games.

Technical Skills

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|-------------------------|----------------------------------|
| • Programming Languages | Familiar with C#, C++, Java. |
| • Game Engines | Unity3D with C#. |
| • 3D computer graphics | Blender. |
| • SDK | Learning SFML(Elementary Level). |

Independent College Projects

- **Kurai Tekino:** **Genre:** A 2D Top-down Roguelike action game, (June 2021)
Platform: PC.
- **Mugger:** **Genre:** 2D Action Fight, **Platform:** PC. (Jan 2021)

Independent Blender Characters

- **9 (Nine):** 3D model Character (With texture added). (Jan 2022)
- **Tod:** 3D model Character (Using SkinModifier Tool). (Mar 2022)

Education

- **BACKSTAGE PASS INSTITUTE OF GAMING AND TECHNOLOGY**
Bachelor of Technology, 2017 - 2021
Computer Science & Game Development - 80%
 - 2015
College (Intermediate) - 65%
 - 2013
High School (SSC) - 75%
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