

Arram Ganesh

Portfolio Link: <https://sectita.github.io/ganesh.github.io/>

Email: sectita123@gmail.com

GitHub: <https://github.com/sectita>

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

- | | |
|-------------------------|----------------------------------|
| • 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)
- **Wow!: Genre:** 2D Side Scroll (Space adventure), **Platform:** PC. (Nov 2020)

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 - 70%
-