

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)**
- **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 - **80%**
- **2015**
College (Intermediate) - **65%**
- **2013**
High School (SSC) - **75%**
