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 Game Design position to develop my skills and pursue my passion for game design. 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 UnityC#, C++, Java.
- Game Engines   Unity3D with C#.

Independent College Projects

- Kurai Tekino: **Genre:** A 2D Top-down Roguelike action game, **Platform**: PC.(June 2021)
- Mugger: **Genre:** 2D Action Fight, **Platform**: PC.(Jan 2021)
- Wow!: **Genre:** 2D Side Scroll (Space adventure),**Platform:**PC. (Nov 2020)
- Scuba Aquarium Adventure: **Genre:** 2D Exploring in Aquarium, **Platform:** Android. (July 2023)

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%