

# Seshavaraaj Y

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## CAREER OBJECTIVE

Enthusiastic game programmer specializing in C# and Unity. I build core gameplay systems and intuitive UI, solve tricky bugs, and prioritize clean, efficient code and performance. I enjoy crafting player-focused experiences and collaborating to ship polished games.

## EDUCATION

### Bachelor of Science (B.Sc), Computer Science

ICAT Design and Media College, Chennai

2023 - 2026

## PORTFOLIO

### [Portfolio link ↗](#)

## PROJECTS

### [Stone vs Lava ↗](#)

May 2024 - May 2025

Participated in my first game jam, focusing on understanding and adapting to time constraints in rapid game development. Designed and implemented physics-based gameplay mechanics inspired by titles like Angry Birds and Whirly Bird. Gained experience in iterative prototyping, feature prioritization, and delivering a functional, polished gameplay loop within a limited timeframe.

### [Bwoom!! ↗](#)

Oct 2024

Designed and implemented a unique approach to player input and movement systems, exploring alternative control schemes to enhance player engagement. Focused on analyzing which movement mechanics feel intuitive and appealing versus those that don't. Concept and implementation fully based on my own original idea, emphasizing experimentation and player experience refinement.

### [A Cube ↗](#)

Nov 2024

Developed my first 3D game featuring a self-built physics system inspired by Edge. Focused on understanding and implementing physics principles, collision handling, and time complexity within a 3D environment. Experimented with custom movement logic and physics calculations to achieve smooth, responsive gameplay and a unique control feel.

### [Fuse Gambit ↗](#)

Oct 2025 - Present

Step into a high-pressure, high-precision strategic arena where every decision can blow up in your face—literally. Fuse Gambit is a fast-cycle, turn-based multiplayer card battler where you pass around a live bomb while deploying tactical abilities to manipulate time, disrupt opponents, and engineer clutch reversals.

This is a social mind-game engineered for maximum tension and explosive payoffs. Every round escalates as the fuse burns down, the ticking accelerates, and every player scrambles to avoid being the one holding the bomb at zero.

## SKILLS

- Unity Engine
- C Programming
- Python
- VS Code
- C++ Programming
- Microsoft Visual Studio
- C#