

Sunu Pious Joseph

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GAME DEVELOPER | SOFTWARE ENGINEER

KEY STRENGTH

- Developed interactive 2D/3D games and VR simulations using Unity and Unreal Engine, integrating tools like Blender and OpenCV for optimized performance and immersive experiences
- Programmed and deployed cross-platform applications in Java, C++, Python, and C#, incorporating Firebase, OpenGL, and TensorFlow for real-time data handling and AI features
- Collaborated with multidisciplinary teams, mentored junior developers, and ensured on-time project delivery through agile methodologies and strong project coordination skills

EDUCATION

Bachelor of IT (Hons), Game Development & Interactive Media <i>Ontario Tech University, Oshawa</i>	2025
Bachelor of Science (Hons), Computer Science <i>Ontario Tech University, Oshawa</i>	2021

TECHNICAL PROFICIENCIES

Programming Languages: Java | C++ | Python | Dart | C# | SQL | Clojure | Scala | HTML | JavaScript | OpenGL
Software & Tools: Unity | Unreal Engine | Android Studio | Firebase | Blender | TensorFlow | OpenCV | Linux | Windows
Game & Media Skills: VR/AR Development | 2D/3D Animation | Motion Capture Integration | Custom Tools | Game Design | UI/UX Design
Project & Collaboration: Agile | Mentorship | Project Coordination | Problem Solving | Digital Publishing | Team Leadership | Communication | Remote Collaboration

PROFESSIONAL EXPERIENCE

Web & Digital Media Assistant – <i>Ontario Tech University – Oshawa, ON</i>	<i>Jun 2024 – Aug 2024</i>
<ul style="list-style-type: none">▪ Edited, updated, and managed content on the Faculty of Business & IT website using a CMS platform▪ Ensured digital accuracy, visual consistency, and accessibility compliance across online media assets▪ Improved internal workflows by documenting publishing protocols and training new staff on website management	
Game Development Assistant – <i>Ontario Tech University – Oshawa, ON</i>	<i>Sep 2023 – May 2024</i>
<ul style="list-style-type: none">▪ Built a custom Unity-based animator tool to automate 2D character creation for student-led platformer games▪ Mentored students in game development and asset creation, improving technical accuracy and performance▪ Tested and debugged tools across multiple devices and browsers for compatibility and optimization	
OCIS Assistant – <i>Ontario Tech University – Oshawa, ON</i>	<i>Sep 2022–Apr 2023</i>
<ul style="list-style-type: none">▪ Assisted in project coordination tasks, including planning, scheduling, and status tracking▪ Provided onboarding and training for new hires, contributing to improved departmental efficiency▪ Supported data entry, documentation, and stakeholder communication during sustainability initiatives	
Lab Assistant (VR Simulation) – <i>Ontario Tech University – Oshawa, ON</i>	<i>Jun 2022 – Aug 2022</i>
<ul style="list-style-type: none">▪ Developed a VR model simulating nuclear radiation shielding using Unity 3D▪ Created documentation and tutorials for academic use, ensuring reusability for future labs▪ Integrated physics-based simulations and 3D design principles for educational effectiveness	

- Created and optimized 3D models using Blender and Unity for virtual classroom labs
- Built WebVR environments for remote learning during COVID-19 lockdowns
- Collaborated with faculty to ensure compatibility with educational goals and browser requirements

PROJECTS & EXTRACURRICULAR

Zumba Exergame for Dementia Care (Lead Programmer, Capstone Project)

- Developed a Unity-based Exergame integrating Azure Kinect skeletal tracking and memory-stimulating scenes for dementia therapy
- Implemented camera status feedback, game logic, and detailed technical documentation for handover and future development
- Demonstrated real-time motion recognition and optimized gameplay for accessibility

Fighter Frenzy (Programmer/Animator, Published on Itch.io)

- Built a 3D action fighting game in Unity using motion capture data for realistic character animations
- Programmed gameplay mechanics, player interactions, and enemy AI
- Optimized game performance for PC platform with modular animation system

CyberRift: The Fractured Path (Lead Programmer, Published on Itch.io)

- Designed and coded a 2D pixel-art platformer featuring AI behaviors, collision detection, and modular level transitions
- Built custom tools and game structure to allow flexible feature development
- Handled asset integration, debugging, and UI/UX design

Put Yourself in the Game 2D (Lead Programmer, Game Development Assistant)

- Developed a Unity-based custom animator tool that generated 2D sprite animations from recorded user videos
- Enabled students to design their own characters and animations for WebGL-based educational games
- Ensured seamless compatibility with Unity's animation system and Web deployment standards