



Thejus Sunny

Game Programmer

Nationality: Indian

Highly passionate game programmer with over 3 years of experience in game development. Currently specialising in Virtual reality games in Dubai, always looking forward to take up new challenges

Portfolio: <https://www.behance.net/thejusunny0de1>



SKILLS



Softwares

- Unity3D
- Gamemaker Studio
- Construct2
- UnrealEngine 4
- AdobeFlash



Coding

- C++ (SFML,DX11)
- Unity CG,HLSL
- C
- C#
- Java
- Java Script
- Php
- ActionScript
- ASP.Net



Languages

- English
- Hindi
- Malayalam
- German



Contact

+971586381929
thejusunny@gmail.com



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2018-Now

NuatVR(Dubai) - VR game developement company
Gameplay programmer

2016-2018

JC Games Indie studio - Gameplay programmer.
Shipped 1 tittle in Google Play store

2015-2016

Vanguard Victoria - Gameplay programmer.
Shipped 1 title in Google Playstore



2018


2018 Love.Life Game Design challenge Community
catagory winner by Jennifer Anns Group USA - \$1000 prize

2015


Green Computing - Reasearch paper presented in national
conference in APS college Bangalore



2018

Direct Engine  A custom engine written from scratch in
DirectX11,which handles all windows procs, with input
Layouts, constant and input buffers with vertex and pixel
shaders(HLSL)

2018

KZSpaceCapsule  5 player VR space launch to ISS
with motion simulation chairs (Kidzania Dubai)


2018

CricketVR  An arcade version of cricket in VR

2018

StrikeZone  A homerun derby style baseball VR game

2016

Freefall  published independently in Google Playstore
and recieved 500+ downloads with 4.7 Ratings



2015-2018

St Josephs college Bangalore - Bachelors in
Computer Applications - 86%

2014-2015

DskSupInfogame Rubika India - Game Design
Foundation (ECTS)

Education