



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://thejusunny.github.io>

SKILLS

Softwares

- Unity3D
- Gamemaker Studio
- UnrealEngine 4
- Construct 2
- AdobeFlash

Coding

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

Languages

- English
- Hindi
- Malayalam
- German

Contact

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Click here



2018-Now

2016-2018

2015-2016



2018

2015



2018

2018

2018

2016



2015-2018

2014-2015

Experience

NuatVR(Dubai) - VR game development company

Gameplay programmer

JC Games Indie studio - Gameplay programmer.

Shipped 1 title in Google Play store

Vanguard Victoria - Gameplay programmer.

Shipped 1 title in Google Playstore

Awards/Achievements

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

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

Projects

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)

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

CricketVR An arcade version of cricket in VR

StrikeZone A homerun derby style baseball VR game

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

Education

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

DskSupInfogame Rubika India - Game Design Foundation (ECTS)