

Raghav Suriyashekar

Graphics Programmer and Gameplay Developer

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A game developer passionate about transforming ideas into immersive worlds. I am endlessly curious, obsessed with understanding how things work, and thrive when solving problems through logic, math, and physics. For me, making games is the perfect combination of creation, discovery, and fulfillment.

EDUCATION

SRM Institute of Science and Technology, Tamil Nadu, India | 2021

8.31 CGPA

Bachelor of Technology - Computer Science and Engineering

Kingston University, London, United Kingdom | 2025

expected Distinction

Master of Science - Game Development (Programming)

WORK EXPERIENCE

Nextwave Multimedia Pvt. Ltd. | Chennai, India

Gameplay and Tools Developer | May 2023 - May 2024

- Conceptualized and Implemented a performant mesh based shadow system using GPU Instancing with per-instance properties and delivered on the mobile platform with consistent 60+FPS performance with multiple units casting shadows.
- Executed input scheme porting to console platform for unreleased game.
- Prototyped and built rail-shooter platform, traversable dungeon with seeded randomization and a modular turret system for unreleased game.
- Created a procedurally generated and animated spider creature.
- Designed and developed the input scheme for the Cricket Blitz mobile game.

Junior Unity Developer | May 2022 - May 2023

- Conceptualized and Delivered a highly performant crowd/audience solution using GPU Instancing with features to facilitate randomizing audience unit appearance and actions dynamically and achieved 60+ FPS on the Mobile Phone platform.
- Developed an algorithm to convert gestures into 3D paths accounting for collision in world space.
- Designed and implemented an object placement system with features to export and edit layouts.

Prototype Developer Intern | Jan 2022 - May 2022

- Developed a seeded procedural dungeon generation system with robust rules governing the generation of unique and feature-rich dungeon worlds.
- Improved editor workflow, reduced compilation times and efficiency with assemblies.

LexCorp Technologies Inc. | Chennai (Remote)

Gameplay Developer Intern | June 2021 - August 2021

- Architected the project for the mobile game Rocket Landing.
- Conceptualized and implemented the core mechanics and UI/interactives systems.
- Blocked out the levels to ensure optimal gameplay experience.

PROJECTS

Aural Fields - CI7800 Digital Media Final Project - Kingston University

Custom Real-time Raytraced Spatial Audio solution that produces a dynamic, environmentally aware, and reactive aural soundscape.

BOSSBORNE - CI7500 3D Games Programming - Kingston University

Boss Rush is a game set in a procedurally generated and populated terrain, using utilizing OpenAI's Chat-GPT API to generate quests, enemies, items, and power an in-game companion using through voice commands.

Profit Pits - CI7825 Connected Games- Kingston University

Online Co-op multiplayer mining game featuring procedurally generated caves, SDF-based merging view visuals, character abilities, and randomized tasks.