Raghav Suriyashekar

Gameplay and Tools Programmer

Chennai,Tamil Nadu, India • +91-9445814829 • raghavsuriyashekart@gmail.com • thetrippp.github.io

WORK EXPERIENCE

Gameplay and Tools Developer | 2023 – 2024 | Nextwave Multimedia Pvt. Ltd., Chennai

- Prototyped and developed the Input Scheme for the Cricket Blitz game.
- Implemented a vector based fielder intersection algorithm for the Cricket Blitz game.
- Conceptualized and implemented a highly performant mesh based shadow system using GPU Instancing with per-instance properties that allow for favorable visual fidelity.
- Prototyped concepts of railshooter mechanic, dungeon generation and modular turret systems.
- Developed an procedurally generated and animated spider/alien character.
- Worked on porting input system to console platform for unreleased game.

Junior Game Developer | 2022 – 2023 | Nextwave Multimedia Pvt. Ltd., Chennai

- Conceptualized and implemented a highly performant randomized crowd simulation using Animation texture Baking ang GPU Instancing. Incorporated material property block to allow for variation in the appearance and animations of the crowd units.
- Architectured and developed the main gameplay and animation mechanics for an unreleased game.
- Developed and algorithm to convert gestures to 3D paths accounting for collision in world space.

Prototype Developer Intern | 2022 | Nextwave Multimedia Pvt. Ltd., Chennai

- Developed a procedural generation algorithm for generating dungeons.
- Implemented Seeded Randomization using the Linear Congruential Number Generation method.
- Defined well-structured parameters for unique and repeatable world-building.
- Improved compilation times and efficiency by using assemblies and code coverage.

Gameplay Developer Intern | 2021 | LexCorp Technologies, Remote

- Designed and architectured the project for the game Rocket Launching.
- Conceptualized and Implemented the mechanics of the rocket and the UI/Interactives.
- Worked on preliminary level design.

EDUCATION

SRM Institute of Science and Technology, Kattankulathur. 2021
Bachelor of Technology — Computer Science

SKILLS & OTHER

Technical Skills: Unity(Experienced), Version Control, Visual Studio, Unreal Engine 5
Tools and Software: Unity, C#, HLSL, Shadergraph, Unreal Engine 5, Blueprints, Photoshop
Languages: English (Native), Tamil (Native), Telugu (Limited), Hindi (Limited), Japanese (Elementary)