

RAGHAV SURIYASHEKAR

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PROFESSIONAL EXPERIENCE

Rocket Launching | LexCorp Technologies

Gameplay Developer Intern | June 2021 - August 2021

- Designed and structured the mechanics of the Rocket.
- Programmed the behavior of the rocket and the UI/Interactives.
- Worked on preliminary level design.

RELEVANT PROJECTS

Procedural World Building

- Developed an algorithm for procedurally generating objects in 3D space.
- Implemented Seeded Randomization using Linear Congruential Number Generation.
- Defined well-structured parameters for unique and repeatable world-building.

Ball Mechanics

- Developed core ball mechanics such as pathing and physics.
- Developed an algorithm to convert 2D gestures into 3D paths accounting for collisions.
- Applied Vector Mathematics in generating an organic path for the ball.
- Performed computations, profiling and analysis of the performance of the algorithm.

Game AI using Parametrized Behavior Monitoring

Research paper | Published in TURCOMAT | SRMIST

- Developed a rudimentary AI in Unity to simulate player behavior in games.
- Used probabilistic decision-making within monitored parameters of players.
- Was able to successfully simulate different players gameplay "styles" using this method.

RUN!

Game developed for the 2021 7Day FPS GameJam

- Implemented Perlin Noise-based Random Map Generation.
- Used vector mathematics to convert the frame of reference from world to player space.
- Developed a translation and orientation system from the player space perspective.

Emberfloes

2D Endless Rogue-Lite Platformer on the Android Platform

- Developing an endless tower-like platformer generator.
- Implementing a rogue-like progression system.
- Developed a system to prevent edge-of-world floating point precision errors.

EDUCATION

SRM Institute of Science and Technology | 2017- 2021

Bachelor of Technology - Computer Science

CGPA 8.31

CORE COMPETENCIES

Unity & C# Code structure & Architecture Algorithms Data Structures