Raghav Suriyashekar

Gameplay Developer. Prototyper. Gamer.

Fast and Curious.

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EDUCATION

B. Tech, Computer Science
SRMIST, Kattankulathur

06/2017 - 06/2021   *GPA : 8.31*

Courses
- Thesis : Game AI using Parametrized Behavior Monitoring.

ACHIEVEMENTS

NIT Tathva Techno Fest
NIT Calicut

2016 - 2017
Winner, Line Follower Robot Event

NIT Tathva Techno Fest
NIT Calicut

2016 - 2017
Third place, Robot War Event

Singapore Robotic Games
Singapore Science Center

2016 - 2017
Quarter Finalist, Robot Sumo Event

ScoreSpace Game Jam
16th Place Overall.

07/2021 - 07/2021
Online Score-based game jam held on itch.io.

Black & White Game Jam
12th Place Overall

Online game jam where only the 2 colors can be used.

Chennai District Basketball Championship
Winners

2017
Represented Chennai District in the 2017 State Basketball Championship

Tamilnadu State Level Basketball Championship
10th Place

2015
Represented Tamilnadu State in the 2015 National Basketball Championship

SKILLS

Programming   Algorithms   Designing Mechanisms
Basketball   Drawing   Crafting/Building

PERSONAL PROJECTS

Directional and Spherical World based Gravity Simulation System
- Developed a modular approach to gravity simulation. Developed a system to calculate and apply the effects of gravity on a spherical world. Applied Vector Mathematics calculating a local coordinate system for locomotion. Performed computations, profiling and analysis of the performance of the algorithm.

Procedural World Building (2022)
- 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.

Laser Communicator
- Transmits data through laser. Successfully tested by transmitting music across a room through the laser beam.

WORK EXPERIENCE

LexCorp Technologies (06/2021 - 08/2021)
Gameplay Developer: Developer and architectured core gameplay elements for the game ROCKET LANDING

Nextwave Multimedia (01/2022 - Present)
Unity Developer: Designed and architectured systems such as

CERTIFICATES

Godot Game Engine Foundation
Udemy Online Course.

Dynamic 2D Character Animation
Udemy Online Course.

Pixel Art and Animation in PhotoShop
Udemy Online Course.

Marugoto Japanese Certification
Conversational Proficiency in Japanese.