Vasan Routh

Full Stack Game Developer | Mentor 🕹️

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📍 Pondicherry, India   🔗 My Portfolio💥

ABOUT ME

I love coding and playing games ♥. I am a versatile Game Developer with **over 6 years of experience, specializing in multiplayer games**. And **over 9 years of multi-disciplinary programming experience**. Published multiple games and had the opportunity to lead teams of awesome devs. **Part-time Mentoring** aspiring students to land jobs in the games industry :)

SKILLS

Engines
Unity (6+ Years), Unreal (1 + Years), Godot (1 + Years)

Languages
C, C++, C#, JavaScript (ES-ES2023), Java, Python, HTML, Solidity

Cloud/Networking
AWS, Azure, Google Cloud Platform, Firebase, Playfab, MongoDB, MySQL, PostgreSQL, Redis, Docker, ExpressJS, NodeJS, Socket.IO, Unity Networking (Photon, Mirror)

EDUCATION

Bachelor's Degree in Electronics & Communication Engg
Pondicherry University
05/2017 – 06/2021 | Pondicherry, India

Highschool Diploma in Computer Science
Amalorpavam Hr. Sec. School
03/2015 – 03/2017 | Pondicherry, India

COURSES/CERTIFICATIONS

C and C++ Programming
An advanced course on OOPs and DSA

AWS Certified Developer Associate
Udemy course on using AWS tools and insights of each service.

EXPERIENCE

Game Dev Mentor
Outscal ⤴
06/2024 – Present | New Delhi, India
Unity, C++, C#, SFML, Design Patterns, Architecture
- Coaching students to learn game development, starting from OOPS to building a resume & portfolio,
- Helping them to clear interviews with ease and land jobs in top Game studios.

Indie Game Developer
Hitkraft Games ⤴
02/2024 – Present | Chennai, India
***Playfab, Cloudscript(JS), Google Cloud Run, AWS(Lambda), Photon, Unity, C#***
- My own studio, working on a cool multiplayer word game, a mix of Boggle and Candy Crush *[Check out]* ⤴ .
- Except Art and Audio, everything else is handled by me as a solo dev, from **writing net code,** local code, and game design too ^^

Lead Game Developer
Daceg.Ltd ⤴
07/2022 – 01/2024 | London, UK
Unity, C#, ExpressJS, NodeJS, Photon Pun, Playfab, CloudRun, Moralis SDK, EtherJS, Solidity, Elasticsearch, Unity Cloud Build(CI/CD), Gamelift, Lambda, DynamoDB
- Lead a team of 5 to build an MMORTS game made with Unity (**Hosting map servers**, Buildings movement, Troop training, Combat mechanics, etc) *[Check out]* ⤴
- My other work includes building a mix of Card + RTS genre-type mobile game for both Android and IOS platforms. *[Check out]* ⤴

Lead Game Developer
Creatr Studios Inc ⤴
02/2020 – 06/2022 | Toronto, Canada
Unity, C#, GraphQL, ExpressJS, NodeJS, Photon, Playfab, CloudRun, Enjin SDK, Facebook SDK, Azure VM
- Led a team for an NFT game project that executes blockchain requests using GraphQL queries/mutations, safely in the **Google Cloud Run** (NodeJS) platform. *[Check out]* ⤴
- Utilized Photon Cloud to transmit player inputs through RPC calls, keeping the game state in sync, with each call **cross-verified by PlayFab CloudScript**.

Full-Stack Developer
IgniteSkylabs ⤴
02/2018 – 02/2020 | Pondicherry, India
Unity, C#, Vuforia SDK, ARCore, ReactJS, NodeJS, Azure, MongoDB, Python, C#, Firebase, HTML
- Created web and mobile apps for startups and corporations like **NCR, GE, HP**,
- Developed an Indoor navigation AR mobile application in **Unity 3D**,
- Worked on other commercial projects, including an **Automobile Tracking App** and **Education Apps**