

VASAN ROUTH

Full Stack Game Developer | Mentor

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Pondicherry, India



EXPERIENCE

Game Dev Mentor

Outscal

06/2024 - Present New Delhi, India [Remote]

https://outscal.com/

Unity, C++, C#, SFML, Design Patterns

- Coaching students to learn game development, starting from OOPs till building a resume & portfolio,
- Helping them to clear interviews with ease and land jobs in top Game studios,
- Crafting comprehensive courses and coding assignments in C++ and in Unity that fits the student's skill level.

Lead Game Developer

Daceg.Ltd

07/2022 - 01/2024 London, UK [Remote]

https://about.me/daceg

Unity, C#, ExpressJS, NodeJS, Photon Pun, Playfab, CloudRun, Moralis SDK, EtherJS, Solidity, Elasticsearch, Unity Cloud Build(CI/CD),

- Lead a team of 5 to build an **MMORTS game** made with Unity (Hosting map servers, Buildings movement, Troop training, Combat mechanics..etc)
- My other work include building a mix of **Card + RTS genre-type mobile game** for both Android and IOS platforms,
- Managed the team using Scrum by breaking down a project into smaller, manageable tickets

Game Developer

Creatr Studios Inc

03/2021 - 06/2022 Toronto, Canada [Remote]

https://www.creatrstudios.ca/

Unity, C#, GraphQL, ExpressJS, NodeJS, Photon Pun, Playfab, CloudRun, Enjin SDK, Facebook SDK, Azure VM, LeanTween

- Worked on an 8-bit style multiplayer **treasure-digging game** with multiple modes,
- Collaborated closely with artists and designers to integrate assets and achieve a visually stunning game world,
- Interacted with Enjin cloud using GraphQL queries and mutations, performed safely in the Google Cloud Run (NodeJS) platform,
- Utilized Photon cloud to transmit player inputs through RPC calls keeping the game state in sync, with calls backed up in the cloud to cross verify player actions.

Game Developer Intern

FrostDrakeGames

03/2020 - 01/2021 Pondicherry, India

Unity, C#, NodeJS, Photon Network, Playfab, CloudRun, Facebook SDK, Blender

- Tasked with creating an **turn-based strategy game** built for mobile devices called Gambit, which includes modes like 1v1 skill-based bet matches,
- Developed several server-side components to enable blockchain features,
- Implemented a lot of other modules like a notification system, loot boxes, leaderboard, viewing player profile, Friends... etc,

Full-Stack Developer

IgniteSkylabs

08/2018 - 02/2020 Pondicherry, India

https://www.igniteskylabs.in/

Unity, C#, Vuforia SDK, ARCore, ReactJS, NodeJS, Azure, MongoDB, Python, C#

- Created web and mobile apps for startups and corporations like NCR, GE, HP,
- Developed an **Indoor navigation AR mobile application in Unity**,
- Worked on other commercial projects including an **Automobile Tracking App** and **Education Apps**

ABOUT ME

Love coding and playing games ❤️ I am a versatile Game Developer with 5+ years of experience, specializing in Multiplayer's. 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 (5+ Years), Unreal (1+ Years), Godot (1+ Years)

Languages

C, C++, C#, JavaScript (ES4-ES2022), Java, Python, HTML, PHP, Solidity

Cloud/Networking

AWS, Azure, GCM, Firebase, Playfab, MongoDB, MySQL, PostgreSQL, Redis, Docker, ExpressJS, NodeJS, Socket.IO, 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

Course on using AWS tools and insights of each services.

PORTFOLIO HIGHLIGHTS

Word Clashers - PvP Word Game

https://shorturl.at/6mdBe

Unity, C#, JS, Playfab, Photon, GCM

Bubble Shooter: Bubble Pop

https://shorturl.at/q400j

Unity, C#, GPG