




# Vasan Routh

Full Stack Game Developer | Mentor 



 vasanrouth@gmail.com  8072290237

 Pondicherry, India  My Portfolio 

## ABOUT ME

I love coding and playing games ❤️. I am a versatile Game Developer with **over 5 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 (5+ 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. [\[Check out\]](#). 

### 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**

- Interacted with Enjin cloud using GraphQL queries and mutations, performed 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 calls backed up in the cloud to cross-verify player actions.

### 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**