Vishwah Sivagurunathan

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Education

Newcastle University Sep. 2022 – Sep 2023
Master of Science in Computer game Engineering *Newcastle, UK*

Sri Manakula Vinayagar Engineering College Sep. 2017 – Oct 2021
Bachelor of Technology in Computer Science and Engineering *Puducherry , India*

A.R.L.M. Matriculation Higher Secondary School April. 2016 – March 2017
12th Standard, Computer Science *Cuddalore , India*

Relevant Coursework

- Mathematics
- Advanced Game Technologies
- Advanced Graphics for Games
- Advanced Programming for Games
- Game Technology Innovations
- Data Structures
- Software Methodology
- Systems Programming
- Database Management

Projects

War-Psychic | *Unreal Engine 5, Blueprint, C++, Perforce*
- It is a team project made using Unreal Engine 5, C++ and Perforce
- Destructible environment and Objects
- AI which patrols, chase and attack player
- [Find the game at itch.io](#) and [Video Link](#)

Stubrew VR | *Unreal Engine 5, VR, Blueprint, C++*
- It is a Virtual Reality game made using Unreal engine 5.
- It's an interactive learning experience teaching people about the process of making beers, realistic graphics and realistic brewing methods.
- Demo [Video Link](#) and [Source code](#).

Hopin | *C#, Unity*
- Hopin is a 3D Top down Puzzle platformer game made with Unity.
- The game is made for a game jam and published in itch.io
- [Find the game in itch.io](#)

T-wrecks | *C#, Unity*
- T-wrecks is a 2D Action Platformer game, made using Unity and C#
- It uses Object oriented programming and software design patterns
- Bouncing Ball physics, High Score system, Game feel and effects
- [Find the game at itch.io](#)

PaintGame | *OpenGL, C++, GLSL, Custom game engine*
- It is a team project made using custom game engine which built using OpenGL library.
- The whole game and the engine built using C++.
- Cross-platform works on PC and PS4.
- [The Game Link and Source code](#)

Mini Graphics Engine | *C++, Vulkan*
- Graphics engine made using Vulkan and C++
- It uses Object oriented programming and software design patterns
- loads 3D object from file
- Source code and video can be found [here](#)

Flatland In Chaos | *C#, Unity*
- Flatland In Chaos is a 2D Top down Arcade style game made with Unity.
- The game is published in Google Play Store
- Uses unity Ads API for in game ads and google play services for leaderboard and buying in game items

Technical Skills

Programming & Scripting: C, C++, C#, GLSL, GD Script, Unreal Blueprint, HTML, CSS
Developer Tools & Softwares: Visual Studio, Rider, Git, Trello, Perforce, Blender, Aseprite, Illustrator
Engines & Frameworks: Unity, Unreal, Godot, SDL, Raylib, OpenGL, Vulkan

Soft Skills

- Content Writing
- Teamwork
- Communication
- Resourcefulness
- Creativity
- Decision making
- Adaptability
- Emotional intelligence

Achievement

Gameathon
- 2nd place in Gameathon conducted by Sri Eshwar College of Engineering.

Hackathon
- Placed top 10 in Hackathon conducted by Nitte Meenakshi Institute of Technology

Training/Certifications

NIIT   **April 2017**
- C and C++ Programming.

One Month   **July 2020**
- HTML Course, CSS Course

Ethnotech   **August 2021**
- Internet Of Things,Arduino

Area of Interests

- Video Games
- Game Development
- Augmented and Virtual Reality
- Arduino
- Internet Of Things
- Web Development