

VISHWAH SIVAGURUNATHAN

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[Portfolio](#)

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[Github](#)

Education

Newcastle University

Master of Science in Computer game Engineering

Sep. 2022 – Sep 2023

Newcastle, UK

Sri Manakula Vinayagar Engineering College

Bachelor of Technology in Computer Science and Engineering

Sep. 2017 – Oct 2021

Puducherry, India

A.R.L.M. Matriculation Higher Secondary School

12th Standard, Computer Science

April. 2016 – March 2017

Cuddalore, India

Relevant Coursework

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

Projects

AR Map | C#, Unity, AR, Mapbox

March 2021

- It is a Augmented Reality app to view the entire world map in Augmented reality.
- The app uses Mapbox API for map details
- It is currently in Beta phase in Google Play Store
- [Find the App in Google Play Store](#)

PaintGame | OpenGL, C++, GLSL, Custom game engine

March 2023

- 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](#)

Stubrew VR | Unreal Engine 5, VR, Blueprint, C++

August 2023

- It is a Virtual Reality game made using Unreal engine 5.
- This game is about interactive beer brewing experience, realistic graphics and realistic brewing methods.
- Demo [Video Link](#) and [Source code](#).

Flatland In Chaos | C#, Unity

October 2020

- Flatland In Chaos is a 2D Top down Arcade style game made with Unity.
- The game is published in Google Play Store
- [Find the game in Google Play Store](#)

Hopin | C#, Unity

October 2021

- 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](#)

Doodle Jump in C | C, Low-Level, Raylib

July 2022

- Its a clone of Doodle jump in C Programming language using Raylib library.
- This game is build entirely using C.
- [The Game Link and Source code](#)

Goat Immulator 2022 | OpenGL, C++, GLSL, Custom game engine

December 2022

- It's a wannabe clone of Goat Simulator built using custom game engine, which using OpenGL library.
- This game is build using C, C++ and GLSL.
- Uses Data-oriented design for creating the level layout.
- Demo [Video link](#) and [Source code](#)

Technical Skills

Programming & Scripting: C, C++, C#, GLSL, GD Script, Unreal Blueprint, HTML, CSS

Developer Tools & Softwares: Visual Studio, Rider, Git, Trello, Blender, Aseprite, Illustrator, Bosca Ceoil, Chiptone

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