VISHWAH SIVAGURUNATHAN

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**** +44 7469310066

♦ Newcastle, UK

% My Website

in Linkedin

O Github

EDUCATION

M.Sc in Computer Game and Engineering Newcastle University

₩ Sep 2022 - Sep 2023

Newcastle upon tyne,UK

B.Tech in Computer Science Engineering Sri Manakula Vinayagar Engineering College 64%(7.02CGPA)

♀ Puducherry,India

12th standard

A.R.L.M. Matriculation Higher Secondary School 68%

April 2016 - March 2017

Cuddalore,India

High School

A.R.L.M. Matriculation Higher Secondary School 76%

April 2015 - March 2016

♥ Cuddalore,India

ACHIEVEMENTS

- 2nd place in Gameathon conducted by Sri Eshwar College of Engineering
- Placed top 10 in Hackathon conducted by Nitte Meenakshi Institute of Technology

TECH SKILLS



SOFT SKILLS

Content Writing Listening Communication Research
Analytical Decision making Confidence

LANGUAGES KNOWN

- English (Highly Proficient)
- Tamil (Native)

WORKSHOPS

PROJECTS

PaintGame

- It is a team project made using custom game engine, 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

- 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.

Doodle Jump in C

- 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

Flatland In Chaos

- Flatland In Chaos is a 2D Top down Arcade style game made with Unity.
- The game is published in Google Play Store
- Build on SOLID Programming principles.
- Find the game in Google Play Store

AR Map

- It is a Augmented Reality app to view the entire world map in Augmented reality.
- It is currently in Beta phase in Google Play Store
- Find the App in Google Play Store

TRAINING/CERTIFICATIONS

NIIT

C and C++ Programming

April 2017

One Month

HTML Course, CSS Course

2020

Ethnotech

Internet Of Things, Arduino

2020

AREA OF INTEREST

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