YOGESH KRISHNAN S

Portfolio
LinkedIn
Github

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SKILLS

Programming : C++, C#, Python		Data Structures and Algorithms
Game Engine : Unity		Design Patterns
Version Control : Git		

ACADEMIC QUALIFICATION

Bachelor of Technology (Mechanical Engineering)   **[CGPA: 9.69]**   Aug 2017 - Jul 2021
APJ Abdul Kalam Technological University (KTU), M.A College of Engineering

Class 12: Science (Computer) **[98 %]**   Jul 2015 - May 2017
DHSE Kerala Govt., St. Michael's HSS

EXPERIENCE

Full Stack Game Developer – Apprentice (Outscal Pvt Ltd.)   Sep 2022 - Present
- Learned and worked on different projects using Unity, C++, Data Structures etc.

Product and Operations Intern (Outscal Pvt Ltd.)   Mar 2023 – Jun 2023
- Worked on implementing improvements on Outscal's learning materials. [HTML, CSS]
- Performed testing and maintaining automations and features. [Airtable, Zapier]

Assistant System Engineer (Tata Consultancy Services Ltd.)   Aug 2021 – Jan 2023
- Worked in IT application support in service activities which help leverage the business activities of client.
- Incident, Change and Problem ticket management and Daily monitoring and reporting activities.
- Handled critical incidents efficiently involving different stakeholders and third-party vendors.

Applications handled:
- Kenexa Recruitment Systems: an application tracking system which helps manage hiring process.
- Salesforce: worked in Salesforce Administrator role involving user management, debugging existing code, data security and managing different orgs and sandboxes.

PROJECTS

- Robo Brawl (Unity, C#) | github
    - A single-player 3D shooter game where player needs to kill a boss enemy with limited time to win.
    - Model-View-Controller(MVC-S) architecture used for player and enemies.
    - Enemy AI using unity's Nav Mesh and State Machine pattern for Patrol, Chase and Attack states.
    - Object Pooling pattern used for bullets during shooting.
    - Observer Pattern for events like game start, game over etc.

- Chest System (Unity , C#) | github
    - A chest unlocking system where different chests are placed in available slots for unlocking.
    - Scriptable Objects to implement different type of chest and associated rarity with different rewards.
    - Model-View-Controller(MVC-S) architecture used for chests.
    - State Machine pattern used for Locked, Unlocking and Unlocked state of chests.
    - A centralized Event Service with Event Controller classes used for Observer Pattern.

- Cowardly Hunter (Unity, C#) | github
    - A side scrolling infinite runner game, scrolling background implemented with parallax effect.
    - Collectibles and obstacles keep spawning in run time.
    - Several conditions for win and loss employed.
    - Player detection and alert circle around enemy mechanic implemented.