

Vishnu Rajendran

Game Developer

Contact

Address

Bangalore, Karnataka,
682507

Phone

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Skills

Unity3D

Excellent

C# Programming

Excellent

C/C++ Programming

Very Good

SDK Integration

Very Good

A Gamer, Game developer and and a big Anime nerd. Have experience for building Unity apps on PC, iOS and Android platforms personally and professionally. I love making cool game mechanics and tools. If I'm not working on something then you will find me binging anime or trying my best against an Elden Ring boss.

Education

2015-08 -
2019-05

Bachelor of Engineering: Computer Science And Engineering

Nitte Meenakshi Institute Of Technology -
Yelahanka, Bangalore
CGPA: 8.69

Work History

2020-05 -
Current

Unity Game Developer

PlayShifu, Bangalore, Karnataka

- Prototype games.
- Develop and maintain production ready games.
- Develop tools for games to allow Game Designers to create and test levels quickly.
- Localize developed games for multiple languages.
- Write core game features and systems
- Integrate SDKs for analytics, logins and player data management
- Develop tools to extend Unity Editor for Visual Designers and Developers alike.
- Aid designers to develop features and systems to bring their ideas to life.

2019-07 -
2020-04

Assistant System Engineer Trainee

Tata Consultancy Services, Bangalore, Karnataka

- Conferred with engineers and designers to investigate and solve failure issues.
- Performed troubleshooting and maintenance of existing network systems.
- Monitored build pipelines for failures and took measures for rectification and avoidance in future

Work Projects

- **Tacto by PlayShifu** Classics (4 games), Chess (1 game), Electronics (1 game) and Dinos (1 game)
- **Terra by PlayShifu** (developed the entire inventory and economy systems, and other systems under the hood.)
- **Plugo by PlayShifu** Detective (1 game)
- **Parent Hub by PlayShifu** mobile app (unity app)

Personal Projects

- **GLEngine [WIP]:** An attempt 2D game engine made from scratch using OpenGL and C++
- **Kouhai [WIP]:** A unity plugin to build Visual Novel games using Lua powered by MoonSharp.
- **RuntimeDeveloperConsole [WIP]:** A simple runtime dev cheat console that is scalable and easy to use.
- **Project D:** A project aimed at building an arcade style multiplayer racing game in the same universe as the anime Initial D. video available in portfolio.
- **Project Xen:** A project to test a non-conventional input system, where commands are written for the player to follow. video available in portfolio.
- **EduAR (patent filed):** Augmented Reality Project developed as course completion project for my bachelor's degree (iOS)

Hobbies

Watching Anime

Playing and Making Games