

Vishnu Rajendran

Game Developer

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WWW <https://godofnoobs.itch.io/>

Experienced Game Developer with 3 years of professional Unity Engine expertise. Proven track record in translating creative visions into engaging gameplay. Skilled in full-cycle development, problem-solving, and performance optimization.

Education

2023-09 - Current **Masters: Computer Science**

Concordia University - Montreal, QC

2015-08 - 2019-05 **Bachelor's: Computer Science And Engineering**

Nitte Meenakshi Institute of Technology - Bangalore, Karnataka, India

Work History

2023-06 - 2023-07 **Unity Game Developer**

Terra, Bangalore, Karnataka, India

Write and maintain core systems for platforms including but limited to Scripting Engine, Asset Management, Build pipelines, Networking, Inventory and Economy Systems, Editor Tools and more.

2020-05 - 2023-06 **Unity Game Developer**

PlayShifu, Bangalore, Karnataka, India

Prototype, build and maintain games, Implement 3rd party SDKs for live game features, Write Editor tools, Contribute to core systems of the platforms offered.

2019-09 - 2020-04 **Associate Systems Engineer Trainee**

Tata Consultancy Services, Bangalore, Karnataka, India

Investigate and solve failure issues, Performed troubleshooting and maintenance of existing network systems.

Technical Profile

Platforms: Unity Engine, WinForms.Net, AWS, Firebase
Languages: C, C++, C#, Java, Python, Lua
SDKs, Libraries and Frameworks: Mirror, Photon Fusion, SDL.
Data interchange formats: XML, JSON.
Tools: Git, PlasticSCM

Competencies

Self-Motivated
Teamwork and Collaboration
Problem-Solving
Data Structures and Algorithms

Professional Projects

Tacto Classics - Digital take on classic board games.
Tacto Laser - Solve puzzles using properties of Light.
Tacto Chess - Fun take on Chess.
Plugo Detective - Find clues and solve mysteries.
PlayShifu Parent Hub - Track your child's progress with PlayShifu.
Tacto Doctor - play as a doctor in story based games.
Terra - Metaverse for gaming.

Personal Projects

Meteor2D - A simple 2d game engine powered by SDL and C++.
Kouhai - A visual novel platform built using Unity Engine.
Developer Cosnsole - A simple runtime developer console, execute commands and view logs.
Updater tool - A simple updater tool to enable auto-update in games.
Warzone clone - A command line based clone of Risk Warzone built using Java.