

Vignesh Kumar Babu

Game Developer

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Address
Vellore, India

Tools Known

 Unity

 GitHub

 Unity Remote

 Visual Studio

 Jira

 Termius

 Figma

 Photoshop

Skills

- Unity (2D/3D/AR)
- Game Physics and AI
- Mobile Optimization (Android)
- Multiplayer Games Handling
- Version Control (Git)
- Debugging and Performance Optimization
- Problem Solving
- Interaction Design
- Collaboration & Communication
- Team Handling

Languages

 English
Professional working



 Tamil
Native

 Telugu
Native

About Me

Creative and detail-oriented game programmer with 2.6 years of experience in developing multiplayer casino and hyper-casual games for Android and WebGL platforms. Proficient in Unity and C#, with expertise in multiplayer frameworks like Mirror and Photon. Skilled in optimizing performance, debugging, and creating intuitive, engaging UIs that enhance the gaming experience.

Experience

 Game Developer
Swipewire Technologies Pvt Ltd. 


May 2022 – Present

Chennai, Tamilnadu

Role & Responsibilities

- Specialized in developing multiplayer game prototypes using Mirror and Photon, with a focus on creating seamless online experiences and optimized networking functionalities.
- Developed game mechanics, physics interactions, and animations to enhance gameplay dynamics for both 2D and 3D.
- Developed various prototypes for Hyper-casual Android games using C#, applying new ideas and functionalities to explore innovative gameplay concepts.
- Skilled in designing and implementing user interfaces (UI) for multiple game projects in Unity.
- For self development Learned Fire Base, Nakama ,Docker.


Education

 CMR University, Bangalore

Bachelor's in Computer Applications (Game & Mobile APP Developer)


– April 2022

Courses

 Udemy

Unity Cutscenes: Master Cinematics, Animation


Oct 2020

 Udemy

Unity 2D Master: Game Development with C# and Unity


Sep 2020

My Projects

 3D Game

Squid Game Remake


Nov 2022

 2D Game

Tetris


Nov 2022

MY WORKS

 2.5D Game

GO COLOR

- Worked on the colour prediction simulation game for 3-dimensional cubes.
- Majorly Predicting results using the Bezier Curve Algorithm is mostly done in kinematic physics.
- Worked on Various DoTween Animations For Gameplay & UI Panels

 2D Game

BIG SMALL

- Worked on game logic Multiplayer Functionality in mirror Network.
- Worked on Server Predict the Result which Side To Win Either.
- Worked on Various Animations Sequence & Do Tween for Gameplay & UI Panels.