# SATHISH KUMAR.K

GAME DEVELOPER

## PROFILE

An enthusiastic person who's always ready to learn new things at every possible opportunity. I always strive to make the best out of anything i do and always eager to face interesting challenges.

## TECHNICAL SKILLS

### CODING LANGUAGES

C#
C++
JavaScript
HTML & CSS

### DESIGNING SOFTWARES

Photoshop
Adobe XD
Illustrator
After Effects

### ENGINES / FRAMEWORKS

Unity 2D/3D
Unreal 5
Unreal 4
Phaser

## CONTACT DETAILS

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**Portfolio**  @portfolio.sathish
**Linkedin**   @sathishkumar
**Location**   Chennai, India.

## CAREER SUMMARY

### Crion Technology.    March 2022 -  Present

**GAME DEVELOPER**

- Developed Lab IOT simulation prototype in Unreal Engine 5 to visualize real-time data with **MQTT**.
- Created **Clonos Core** which is the **foundation** for all Clonos related products.
- Worked on multiple Clonos projects.

### Tata Consultancy Services.  Nov 2020 -  March 2022

**SYSTEM ENGINEER (XR AND UNITY DEVELOPER)**

- Developed a web game using **Phaser** and other web technologies with modular features, and assisted in its integration into a website.
- Created various proof of concepts in **Unity**, which aided the product development cycle in a variety of ways.

### Weloadin Studio LLP.    Jun 2019 - Jan 2020

**JUNIOR GAMEPLAY PROGRAMMMER**

- Created and worked on **3D** and **2D** hyper causal and causal games using **Unity.**
- Worked on **multiplayer** games using **Photon** in **Unity**.
- Made web games using **Phaser.**
- Worked on variety of new **gameplay mechanics** which were used in production.
- Worked in **Dragonbones** in **Unity**.

## EDUCATION HISTORY

### iCAT Design and Media College

**BACHELOR OF SCIENCE IN GAME DEVELOPMENT**

- Enrolled since July. 2017 to 2020.
- Specialized in Gameplay programming with Unity.
- Learned to work on Unreal projects

## LANGUAGES

**TAMIL**
Full Professional Proficiency.

**ENGLISH**
Full Professional Proficiency.