

Objective:

Aspiring Game Developer with a strong foundation in Game designing and hands-on experience in developing and deploying robust 2D and 3D games for both Android and windows. Seeking to leverage my technical skills and innovative mindset to contribute to game development at Gaming studios.

Area of Interest:

1. **Game Design** (Godot 4+, unity, Krita, Blender 3D)
2. **Programming** (GDscript, Python, Java, web Development, UI & UX)
3. **Assets Creation** (2D sprite sheet, 3D modeling, Blender, Environment design, Structure Design)

Education:

Bachelor of Engineering in Computer Science with Cyber Security | Dr. Mahalingam College of Engineering and Technology | Anna University, Pollachi .

Year of Study : 2023 – 2027 | **CGPA** : 8.54

HSC | Our Lady of Lourdes Matriculation Higher Secondary School, T. kottampatti, Pollachi – 642002.

June 2023 | 12th **Mark** : 463 | **Percentage** : 79

SSLC | Our Lady of Lourdes Matriculation Higher Secondary School, T. kottampatti, Pollachi – 642002.

Skills:

Technical Skills:

- **Programming Languages:** Java, Python, C & GDscript, UI & UX using HTML, CSS, JS.
- **Tools & Technologies:** Godot, Krita, Blender3D, Paint 3D, pixel.
- **Database Management:** SQL, Python, firebase
- **Marketing:** Social media, CGtrader, GUMROAD, unity assets, itch.io.
- **Networking:** nmap, multiplayer logics for game development, Server and client scripts for game Development.
- **AdMod:** google admob, adscence.
- **2D animation:** flipaclip, krita2d, Blender, piskel
- **Freelancer:** fiver, CGtraders, Gumroad, blender Assets, Unity Assets Store.
- **3D** : modeling, animations, environment designs, rendering.
- **2D:** assets creation, tileset, sprit sheet, weapon designs, animation.

- **Affiliate Marketing:** Amazon.
- **Rigid body and collision Handlings.**

Soft Skills:

- **Communication:** Excellent verbal and written communication.
- **Problem-Solving:** Analytical Thinking, Root Cause Analysis.
- **Team management.**
- **Creativity:** Excellent creativity with experience in working with Doodlers club and game development.
- **Stress Handling.**
- **Know how to work in pressure.**
- **Fast learner, Self learner.**

Projects:

Space To Earth (2D Ball Game):

[13/12/2023] to [08/11/2024]

- **Space to Earth** is a role playing, Adventures game . The role you playing will be is a ball who tries to escape a SpaceShip. With all your gaming skills and intelligence try to escape this Spaceship.
- **Space to Earth** Is successfully launched on Playstore on November 2024.
- The tools I have used to develop this game is Godot (an open source game development platform), krita and paint3d for 2d assets and sprite creation. Pixabay for sound effects.

BootShield :**September 2025**

- A BootShield is a compact, standalone hardware device that detects and protects against UEFI firmware rootkits. It uses a combination of a microcontroller and an FPGA for secure SPI flash interfacing and real-time malware detection.

Muthu AI:

- **A personal baby chatbot** , It stores all the data you teach in a personal database just for yourself and it can be used for voice assistant and to practice verbal communication. With so many wonderful tools you can add emoji and erase the database and have a personal chatbot that you can teach anything you want.
- This chatbot was made with help of my Friend **Muthu** who is studying in AI.
- The tools & Languages we have used to develop this AI is python for chatbot, Html, css for UI & UX, javascript to backend, database and JSON file for storing and loading data.

LUDO game:

[20/12/2024] to [14/03/2025]

- This Project is a Freelance Project for a Software Development company known as TeqSonic . I worked as a Game designer and Programmer for this LUDO game With a Stipend of Rupees 10000.
- I worked on UI & UX designs with Krita and godot. Then for Game logic and development I used python and GDScript in godot.
- This Project was Completed in 3 months. Using Godot, Krita, Github.

CLOU_E :

[13/12/2024] to [still in development]

- A 2D Open world Platform game inspired by hollow knights , with a creative and peaceful game to let you explore freely and fight sprites and bosses
- The tools I used to develop this game is Godot 4.5, Krita , piskel. And the Language I used is python and GDScript

Gel E Books:

[11/07/2025] to [still in development]

- Built a responsive e-book selling website Gel E Books using HTML, CSS, and JavaScript, focused on a smooth and engaging user experience.
- Utilized Firebase for backend functionality, including real-time database management, cloud storage, and secure user data handling.
- Integrated Google Authentication with email and password sign-in to ensure reliable and secure user access control.

Internships:**SKYLENE Info Tech – Cyber Security Intern [Coimbatore]**

[11-06-25]s to [01-07-25]

- Worked on the Ethical hacking in VAPT.
- Collaborated with a team of cyber security student to enhance Ethical hacking skills.

Certifications:

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| • Introduction to C by SoloLearn. | • Linux Fundamentals Part 1 on TryHackme. |
| • C Intermediate by SoloLearn. | • Introductory Networking on TryHackme. |
| • Offensive Security Intro on TryHackme. | • Junior Security Analyst intro on TryHackme. |
| • Defensive Security Intro on TryHackme. | • Web Application Security on TryHackme. |
| • What is Networking on TryHackme. | • Completed Intro to CEHv13 And Hacking Era on CYFOXGEN. |
| • Intro to the Linux Command Line by the Taggart Institute. | |

Achievements:

- Won a Board Game Contest By Lets Gametech company for developing a BoardGame.
- Certification in STC Hackathon for developing a Chatbot.
- Certification in INNO BLITZ HACKATHON 1.0 in Sri Ramakrishna Engineering College.

Extracurricular Activities:

- Event Coordinator of Doodlers Club at Dr. Mahalingam College of Engineering and technology.
- Technical Executive of Encryptix Association of Cyber Security Department at Dr. Mahalingam college of engineering and Technology.