

RAAHUL SANKARANARAYANAN

raffiesaurus@gmail.com | www.raffiesaurus.com | [LinkedIn](#) | +44-7774897909

GAME PROGRAMMER

Creative, logical thinker with over 2 years of experience in the gaming industry. Looking forward to expanding my skills and working with new teams.

TECHNICAL SKILLS

- Unreal Engine, Unity, Cocos Creator
- C++, C#, Python, TypeScript
- MongoDB, MySQL
- GitHub

EDUCATION

COMPUTER GAMES TECHNOLOGY

Master of Science

Abertay University | 2023 - 2024 (expected)

COMPUTER SCIENCE ENGINEERING

Bachelor of Engineering

Anna University, Chennai, India | 2017 - 2021

- CGPA : 9.00/10.00; first class with distinction

EXPERIENCE

GAME PROGRAMMER

Hammerplay Studios | 2021 - 2023

- Utilised the game engines Cocos Creator and Unity in developing and shipping games for the rapidly growing HTML5 market.
- Lead 3 projects as the project lead, sole developer in charge from start to finish.
- Developed and maintained the in-house LiveOps backend platform responsible for 5 games.
- Mentored and guided 4 juniors for a seamless transition into the technology stack used.

PROJECTS

THE BOW MASTERS

- Quick turn-based shooter developed using Cocos Creator for HTML 5.

CAT CRUISE

- Endless runner of a cat in space developed using Unreal Engine for Android.

TAG - TEACHING AI TO GAME

- Analysed and differentiated 3 ML algorithms based on the results from training an AI agent in the VizDoom research platform.