

# Vishnu Rajendran

Game Developer

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**WWW** <https://www.vr-gdev-portfolio.com/>

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.

## Work History

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**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.

## Education

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

*Concordia University - Montreal, QC*

GPA - 3.5/4.3

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

*Nitte Meenakshi Institute of Technology - Bangalore, Karnataka, India*

GPA - 8.69/10

## Game Engines and Frameworks

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Unity Engine (C#), Unreal Engine 5 (C++ and Blueprints), SDL (C++), SFML (C++)

## Programming Languages

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C#, C++, Java, Python, Lua

## Tools

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Visual Studio, Rider, Clion, Git, AWS, PlayFab, Firebase

## Networking Stacks

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Mirror, Photon Fusion

## Certifications

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**2024-04** Rational Game Design - Ubisoft GCO

**2024-04** Rational Level Design - Ubisoft GCO

## Languages

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English



Native or Bilingual