PRABHAKARAN RAJENDRAN

Game Developer - Unity 3D (4 years 8 months)

67 E/1-6, Periasamy Layout,
Coimbatore - 641027
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CAREER OBJECTIVE

To associate myself with an organization that provides a challenging work and accomplish the work allotted with excellence.

EXPERIENCE

Game Developer (Jan'16 to Present) at Mobax Networks Pvt.Ltd, Coimbatore - 641009.
Game Developer (Nov'12 to Jan'16) at Dumadu Games Pvt.Ltd, Bangalore, Karnataka, India – 560034.

AREA OF INTEREST

Game Development & Programming

TECHNICAL SKILLS

Programming Languages   : C++, C#
Game Engine   : Unity3D
Platforms   : IOS,Android

ACADEMIC DETAILS

B.E.   : Electronics and Communication Engineering, Year (2008-2012).
College   : Kongu Engineering College, Perundurai.
Percentage   : **8.69 CGPA**

PROJECTS DONE

Electric Vegas Slots - Slot game with tournament feature to enable endless fun. Associated with Client side implementations for UI, data handling, Editor Tools, Notification Services Implementation
https://play.google.com/store/apps/details?id=com.ipro.evs.casino

ringit!Pro - A Platform for Real time multiplier sports prediction & betting. with Real money and social play. Associated with Client side implementations for UI, data handling, Editor Tools, Notification Services Implementation
https://itunes.apple.com/in/app/ringit!pro/id1000976464?mt=8

Monster Car Stunts 3D – 3D Side Scroller Car Game Developed to Test your Stunt abilities. It's a Level Based Game Done with Unity. Car Physics, Effects and Optimization for Different Platform are the key features from the Development.
https://itunes.apple.com/in/app/monster-trucks-unleashed/id945631693?mt=8

Parking 3D – A 3D Parking Game with Different vehicles to play with. The Vehicle physics is done with Unity Car Physics to satisfy the needs of the game. With optimization for Mobile.
https://itunes.apple.com/in/app/parking-3d-car-parking/id828915545?mt=8

Smash Hit Collider – A 3D arcade game happening in Space. The player has to dodge the obstacle as much as possible. Developed with Unity. The coding , Animation and UI are done by me.

https://itunes.apple.com/in/app/smash-hit-collider/id875805938?mt=8

Farkle Blast – a dice game with two modes to get high score and bet. My responsibility in this project to code the whole game in C#. All the functionality and UI were implemented by me. The game got published in the below mentioned link.

https://itunes.apple.com/in/app/farkle-blast-free-dice-betting/id692723341?mt=8

UnTangled –Untangle is a challenging, tactical game with a unique strategy of its own My responsibility in this project to code the whole game in C#. All the functionality and UI were implemented by me. The game got published in the below mentioned link.

https://play.google.com/store/apps/details?id=com.dumadugames.untangled

PizzaBoy Vs Zombies

https://play.google.com/store/apps/details?id=com.dumadugames.pizzaboy

Trash Toss

https://play.google.com/store/apps/details?id=com.anupama.gp.trashtoss

NON TECHNICAL SKILLS
Responsible, Ambitious, Creative, Team worker, Curious

HOBBIES
Playing Games - Cricket, Football, PC games and Online Games
Watching Cartoons and Comics Stories

PERSONAL DETAILS

Date of birth & Age : 17-12-1990 & 27
Linguistic proficiency : English, Tamil
Passport No : H7178526

Place :
Date : [PRABHAKARAN.R]