

VITTESH RAGHAVAN

GAME DESIGNER



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vitteshraghavan.com

EXPERIENCE

Black Banshee Studios

Programmer & Technical
Designer - Intern
Oct, 2022 - Nov 2022

- Scripted gameplay systems and dialogue events in Python using Ren'Py engine for a visual novel game project.
- Designed and Scripted multiple puzzle mechanics.
- Designed and Implemented interactive image buttons using Photoshop.

Rehab Reality

Personal Project

- Developed a single-level VR game in Unity aimed at supporting patients with mobility issues through interactive gameplay.
- Scripted movement and scoring system using C#.

BrainwaveS Neurorehab Solutions

3D Artist - Intern
Sept, 2023 - Sept 2024

- Animated and rigged 3D human character for a VR game.
- Designed levels and assets for multiple levels for a VR game.

InGage Technologies

Instructor - Intern
Oct, 2022 - Nov 2022

- Trained a class of more than 50 under graduate students in developing a VR game using Unity and C# from scratch.
- Led workshops and hands-on learning sessions to deepen students' understanding of Unity and VR fundamentals.

SKILLS

- Unity
- Unreal 5.0
- UEFN
- Blender
- Jira
- Confluence
- C++
- C#
- Python
- Premiere Pro
- After Effects
- Photoshop
- Adobe Audition

GAME JAMS

Hall of Fame Game Jam - UE 5.0

24 hr - Full Sail

"Losing It" - [itch.io link](#)

March 2025

Unreal Fest Game Jam - UEFN

48hrs - Full Sail

Awarded 1st place for "Best Multiplayer"

June 2025

EDUCATION

SRM IST

2020 - 2024

B.Tech in Computer Science Engineering
Specialization in Gaming Technology
GPA : 3.74

Full Sail University

2024 - 2025

Masters in Game Design
GPA : 4.0 (latest as of May)