

AJIETH VARATHARAJAH



SUMMARY

Game Developer with a focus on creating unique and fun experiences. Solid grasp of game design theory, engines, tools, and pipelines. Strong programming and 2D/3D art fundamentals. Ability to utilize available resources effectively to scope and design within any given limits. Enjoys finding creative solutions to problems.



WORK EXPERIENCE

Game Developer | Freelance

2019 - present

- Worked with Unity, Godot, and GMS2 and learned the strengths, best practices, and intricacies of each engine.
- Familiarized myself with working on both Android and iOS platforms and creating cross-platform applications.
- Collaborated and communicated with designers, artists, audio engineers in implementing collaborative assets.
- Developed games in jam setting, working around tight timelines and design restrictions.
- Problem solved and found creative solutions in both code and design to make games both functional and fun.

Private Programming Tutor | Freelance

2018 - present

- Guided students towards practical applications of programming demonstrated by the students achieving excellent results in the Canadian Computing Competition
- Developed others' knowledge of core programming concepts as well as building strong fundamentals for my students and myself.
- Developed methods to communicate lessons effectively and ensured that information was understood thoroughly.
- Taught aspects of game development and design for projects and demonstrated how to program a game from the basics.

Leapforce | Independent Contractor

2017 - 2018

- Analyzed data to verify and qualitate information provided to Google Maps.
- Efficiently worked remotely using the company's framework.
- Created thorough documentation of process and completed work.



EDUCATION

Ontario Tech University

2019 - present

BIT (Hons) Game Development & Entrepreneurship

Ryerson University

2015 - 2017

BSc (Hons) Aerospace Engineering



CONTACT

- 📞 1 (647) 819 7485
- ✉️ ajiethv@gmail.com
- 📍 Toronto, Ontario
- 🌐 www.ajieth.com
- 🎮 bideogame.itch.io



ENGINES

- Unity
- Godot
- GM:S2



LANGUAGES

- C++
- C#
- Python
- Java
- GLSL
- HTML



TOOLS

- Git
- Blender
- Aseprite
- Adobe Photoshop
- Adobe Illustrator



SKILLS

- Problem Solving
- Fast Learner
- Adaptability
- Communication
- Time Management
- Self-motivation