

Raju Sivanantham

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EDUCATION

York University - Lassonde School of Engineering

Toronto, ON

Specialized Honours Bachelor of Arts in Digital Media Game Arts

Sept. 2021 – May 2026

Relevant Courses: Game Design and Prototyping, Game Mechanics, Collaborative Project Development, Object-Oriented Programming, Data Structures

TECHNICAL SKILLS

Languages: C#, Java, C++

Developer Tools: Unity, Unreal Engine, Blueprints, Maya, Blender, Visual Studio, Git.

Industry Knowledge: Game Design (Mechanics, Levels, Balancing, Puzzle & Combat), Prototyping & Iteration, 3D Design (Modeling, Animation, World Building)

GAME DESIGN & DEVELOPMENT PROJECTS

Ash | Narrative Adventure Game

Jan. 2024 – April 2024

- Led the design of the second level in a serene, exploratory narrative adventure game, aiming to craft an immersive, visually captivating experience.
- Implemented core gameplay mechanics and game logic using **Unreal Engine** and **Blueprints**. Designed level architecture to enhance player immersion, and optimized for fluid exploration while adhering to the game's thematic consistency.
- Collaborated with a multidisciplinary team using **Git** for version control, ensuring seamless integration and efficient workflow management throughout the development of "Ash."
- Delivered a compelling second level that was praised by peers and industry professionals during the Level Up showcase, specifically for its aesthetic integration and engaging mechanics.

Blood-Stained Moon | 3D Parkour Game

Sept. 2023 – May 2023

- Implementing 3D character animations and controls to provide a fluid and immersive parkour experience, emphasizing precision and freedom of movement.
- Using **Unity** and **C#**, crafted UI elements that enhance player experience aesthetically and usability.
- Employed **Git** and **GitHub** for efficient source code management, enabling streamlined version tracking and quality control.
- Developing a vertical slice within four-month to showcase core gameplay and game potential.

Critical_404 | Dynamic Fighting Game

Feb. 2023 – April 2023

- Collaborated closely with a team of developers to create "Critical 404", a dynamic fighting game inspired by Street Fighter.
- Utilized **Git** and **GitHub** for streamlined source code management, facilitating team collaboration and version tracking.
- Utilized **Unity** game engine and **C#** programming language to design and implement game-play mechanics, character controls, and interactive features.
- Actively participated in team meetings, providing valuable input on game design decisions and actively contributing to brainstorming sessions.
- Played a key role in designing and developing visually appealing and intuitive UI elements for "Critical 404", enhancing the overall player experience.

PROFESSIONAL EXPERIENCE

Manager - Reginos Pizza

Aug. 2017 – Present

- Led and motivated a cohesive team to achieve shared goals through collaboration and a positive work environment.
- Maintained strict adherence to quality control standards, ensuring consistency in food preparation, presentation, and service.
- Successfully multi-tasked in a fast-paced environment, efficiently managing operations while meeting strict deadlines.