

Sathish Kumar G

Game Developer

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1/242, Lakshmi Nagar, Villiseri,
Kovilpatti

Skills

Unity C#

Unreal C++

Gameplay Programming

Blueprint Visual Scripting

Area of Interests

Game Development

AR & VR

Web Development

Certifications

Unity 5 Fundamentals

Infosys Springboard

Introduction to Unity Game
Development

Infosys Springboard

Unity Game Development: Create
2D And 3D Games With C#

Udemy

Extended Reality (XR)

Infosys Springboard

C FOR EVERY ONE

Coursera

Tools Known

Unity

Unreal Engine

Blender

Professional Summary

Game Developer skilled in Unity and C#, passionate about creating engaging gameplay. Eager to enhance technical skills while contributing to innovative game development and organizational success.

Profiles

Linkedin

Sathish Kumar G

Github

SathishKumar03082004

Portfolio

Sathish Kumar G

Education

Monolith Research and Training Labs

2025-2026

Advanced Diploma in Game Design and Development

National Engineering College, Kovilpatti

2021-2025 • 6.5 CGPA

Information Technology

Projects

2D Platformer

Created a 2D platformer game in Unreal Engine using Blueprints. Players explore levels with obstacles, enemies, collectibles, and power-ups. Implemented character movement, jumping, and level progression while focusing on smooth gameplay, interactive environments, and an enjoyable player experience.

Teleport

Developed a teleportation system in Unreal Engine using C++. Implemented fixed-point and aim-based teleport mechanics with cooldowns, energy management, animations, visual effects, and movement control. Improved gameplay by creating responsive character abilities and smooth player interaction.

Save & Load System

Developed a Save and Load system in Unreal Engine using Blueprints. Implemented game data saving, player progress tracking, and data loading functionality. Enabled players to continue from previous sessions while ensuring reliable data management and a smooth gameplay experience.