

# Sathish Kumar G

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Kovilpatti, Tamilnadu, India

## Skills

C++

C#

C

## Area of Interests

### Game Development

AR & VR

Full Stack

## 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

Game Engine

### Unreal Engine

Game Engine

## Career Objective

To work for an organization which provides me the opportunity to improve my skills and knowledge to growth along with the organization objective.

## Profiles

### 🌐 LinkedIn

[Sathish Kumar G](#)

### 🐙 Github

[SathishKumar03082004](#)

## 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

### Government Higher Secondary School,Villiseri

2021 • 81%

HSC

### Government Higher Secondary School,Villiseri

2019 • 78%

SSLC

## 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.