VITHEEPAN **KUGANATHAN**

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As a recent graduate from Westminster University with a specialisation in Computer Games Development, including expertise in C#, C++, Unity, Unreal Engine 4, and Autodesk Maya, I also possess knowledge in Game AI, Games Network/Security, Computer Graphics Programming, Advanced Interactive Media Development, and XR Multimodal Interaction. With a strong foundation in these areas, I am equipped to contribute to the creative field by combining my passion for gaming and graphics design with my skills in game development and programming. Highly motivated and experienced, I am seeking new opportunities to further enhance my skills and collaborate with a dynamic team. Let's connect and explore how I can leverage my expertise in creating captivating gaming experiences and pushing the boundaries of interactive media.

SKILLS

TECHNICAL

- Figma UI UX Design
- C++, C#, MonoGame (C#)
- UE (Unreal Engine), Unity
- Maya, 3DS Max, Blender
- Photoshop, Illustrator, Aseprite
- Source Control (GitHub)

PERSONAL

- Effective Listening (Confidence, Dedication, Creativity)
- Teamworking
- Creative Thinking
- Problem solving

ACHIEVEMENTS

- Successful participation in the GGJ 2020 – Global Game Jam 2020

EDUCATION

DEC 2023 – JAN 2024

FIGMA UI UX ESSENTIAL, UDEMY

Creative and result driven UX designer with a comprehensive understanding of UI/UX principles and a focus on creating beautiful and engaging user interfaces.

Course Highlights:
- Introduction to UX Design

- Wireframing
- Colour and Image Implementation
- Typography for web and mobile app
- Creating UI Components
- Advanced Concepts
- Style Guide Creation
- Micro Interaction and Animation
- Prototyping
- Project Management
- Industry Insight
- Client Handoff
- Software Focus

JAN 2024

FIGMA UI UX ADVANCED, UDEMY

This course if for those who have already mastered the fundamentals of principles of UI/UX design using Figma.

Course Highlights:
- Multilevel Nested Auto layouts and Workflow Mastery
- Variable Utilisation and prototype Enhancements
- Design Tokens Proficiency
- Advanced Animation Techniques and Lottie Animation Expertise
- Responsive Design Prowess
- Visual Impact Amplification with Images and Video Masking
- Typography Excellence
- AI Integration for Design Elevation
- Prototyping Finesse and User Testing Elements
- Accessibility Mastery
- Efficient Variant Management
- Seamless Collaboration and Stakeholder Engagement
- Production-Ready Asset Export and Workflow Optimisation

SEP 2020 – AUG 2023

BSCS COMPUTER GAMES DEVELOPMENT, UNIVERSITY OF WESTMINSTER

Game-based computer science degree with a heavy programming influence. The course has games group projects, it also has independent work, the course also allows you to create game assets and components using different modelling software like Maya, 3DS Max and Photoshop.

Core Modules:
Year 1 (Sep 2020 – June 2021)
- Programming Principles (C++)
- Game Enterprise

- Mathematics for Games
- Games Group Project Development
- Games Design & Asset Creation

Year 2 (Sep 2021 – June 2022)
- Game Programming Patterns (OOP – C++)
- Applied Maths & Physics (Unity3D & OpenGL)
- 3D Interactive Media Development (3DS Max)

- Game Engine Architecture (UE4)
- Games Studio (UE4, C++ and Blueprints, Maya, VR)
- XR Multimodal Interaction (Unity3D)

Year 3 (Sep 2022 – June 2023)
- Game Network and Security (Unity3D)
- Advanced Interactive Media Development (Unity3D & 3DS Max)
- Computer Graphics (Visual Studio C++)

- Game AI (Unity3D)
- Computer Games Development Final Project (Unity3D)

SEP 2018 – AUG 2020
BTEC ICT LEVEL 3, HARROW COLLEGE
- Communication and employability for IT
- Computer systems
- Information system
- E-commerce
- Communication technologies
- Website production
- Digital graphics
- Computer animation
- Spreadsheet modelling

EXPERIENCE

24 JAN 2024 - PRESENT
FREELANCE UI/UX WEB DESIGNER, CODENATHAN
- Proficient in UI/UX design principles and methodologies.
- Expertise in using Figma for creating wireframes, prototypes, and high-fidelity designs.
- Ability to translate user needs and business requirements into intuitive and visually appealing designs.
- Strong understanding of responsive design and mobile-first approach.
- Skilled in creating interactive prototypes to demonstrate user flows and interactions.

- Collaborative mindset, comfortable working with cross-functional teams including developers and product managers.
- Attention to detail and pixel-perfect design execution.
- Stay updated with the latest design trends and tools to continuously improve design processes and outcomes.
- Excellent communication skills to effectively present and justify design decisions.
- Ability to iterate quickly based on feedback and user testing results.

19 OCT 2019 - 26 JUNE 2020
ESTATE AGENT TRAINEE, A N ESTATE

- Proficiently enters information into spreadsheets, ensuring accurate and organized data management.
- Demonstrates strong numerical skills, adept at calculating income and determining financial figures.
- Proactively identifies property owners planning to sell, utilizing research and resources to assist clients.
- Effectively changes property signage, promptly updating from sold to let or for sale signs.
- Collaborates with co-workers, providing support and assistance to optimize team productivity.
- Displays a strong work ethic, taking initiative to contribute to the overall success of the agency.
- Exhibits attention to detail and organisational abilities in handling various administrative tasks.
- Communicates effectively with clients and colleagues, ensuring excellent customer service.
- Adapts quickly to changing situations and works well under pressure in a fast-paced environment.
- Demonstrates a willingness to learn and grow in the real estate industry, actively seeking knowledge and staying updated on market trends.

04 FEBRUARY 2019 – 08 FEBRUARY 2019
RETAIL TRAINEE, SHOEZONE

- Assisted and provided excellent customer service by approaching and helping customers effectively.
- Wrapped purchases and handled point of sale transactions accurately.
- Engaged in stock room work, including unloading merchandise and organising inventory.
- Conducted proper stock management by locating and shelving items correctly.
- Maintained and replenished displays to ensure a visually appealing shopping environment.
- Contributed to the overall cleanliness and tidiness of displays through housekeeping tasks.
- Gained knowledge of stock control and ordering procedures.
- Developed product knowledge and understanding of effective merchandising techniques.

HOBBIES & INTERESTS

- **Art** – like to design concept characters in spare times as well as creating environments.
- **Games** – I have an interest in RPG themed games, but I do like to explore other varieties.