

Vasan Routh

Game Developer | Specialized in
Multiplayers | Mentor 



 vasanrouth@gmail.com  +91 8072290237

 Chennai, India  My Portfolio 

ABOUT ME

I love coding and playing games ♥. I am a versatile Game Developer with **over 7 years of experience, specializing in multiplayer games.** And **over 9 years of multi-disciplinary programming experience.** Published multiple games and had the opportunity to lead teams of awesome devs. **Mentoring** aspiring students to learn and land jobs in the games industry :)

SKILLS

Engines

Unity (7+ Years), Unreal (1 + Years), Godot (1 + Years)

Languages

C, C++, C#, JavaScript (ES-ES2023), Java, Python, HTML

Cloud/Networking

AWS, Azure, Google Cloud Platform, Firebase, Playfab, MongoDB, MySQL, PostgreSQL, Redis, Docker, ExpressJS, NodeJS, Socket.IO, Unity Networking (Photon, Mirror)

3D & Art

Blender(3D modeling, texturing, rigging, animating), UI (Photoshop, Adobe XD, Figma), Substance Painter, Alchemy

EDUCATION

Bachelor's Degree in Electronics & Communication Engg

Pondicherry University

05/2017 – 06/2021 | Pondicherry, India

Highschool Diploma in Computer Science

Amalorpavam Hr. Sec. School

03/2015 – 03/2017 | Pondicherry, India

COURSES/CERTIFICATIONS

C and C++ Programming

An advanced course on OOPs and DSA

AWS Certified Developer Associate

A deep course on AWS tools and insights into each service.

EXPERIENCE

Game Developer

Outscal 

06/2024 – Present | New Delhi, India

Unity, C++, C#, SFML, Design Patterns, SOLID Architecture

- Coaching students to learn game development, starting from OOPS to building a resume & portfolio,
- Framed syllabus for Full Stack Game Development and Multiplayer courses.

Indie Game Developer

Hitkraft Games 

02/2024 – Present | Chennai, India

Playfab, Cloudscript(JS), Google Cloud Run, AWS(Lambda), Photon, Unity, C#

- Worked on a cool multiplayer word game part-time, a mix of Boggle and Candy Crush [**Android**,  **iOS** ].
- Except Audio, everything else is handled by me as a solo indie dev, from **writing net code**, local code, art, **UI animations** and game design too ^^

Lead Game Developer

Daceg.Ltd 

06/2022 – 01/2024 | London, UK

Unity, C#, ExpressJS, NodeJS, Photon Pun, Playfab, CloudRun, Moralis SDK, EtherJS, Solidity, Elasticsearch, Unity Cloud Build(CI/CD), Gamelift, Lambda, DynamoDB

- Lead a team of 8 to build an MMORTS game made with Unity (**Hosting map servers**, Buildings movement, Troop training, Combat mechanics, etc) [**Check out**]. 
- My other work includes building a mix of Card + RTS genre-type mobile game for both Android and IOS platforms. [**Check out**]. 

Lead Game Developer

Creatr Studios Inc 

03/2021 – 06/2022 | Toronto, Canada

Unity, C#, GraphQL, ExpressJS, NodeJS, Photon, Playfab, CloudRun, Enjin SDK, Facebook SDK, Azure VM

- Led a team for an NFT game project that executes blockchain requests using GraphQL queries/mutations, safely in the **Google Cloud Run** (NodeJS) platform. [**Check out**]. 
- Utilized Photon Cloud to transmit player inputs through RPC calls, keeping the game state in sync, with each call **cross-verified by PlayFab CloudScript**.

Indie Game Developer

FrostDrakeGames 

02/2019 – 03/2021 | Pondicherry, India

Unity, C#, JS, Firebase, Playfab, CloudRun, Blender

- Worked on multiple freelance game projects using Unity,
- **Tricky Bounce**  & **Bubble shooter**  both have now over 10M+ downloads,
- Parallely worked on my personal project, **Gambit** , **creating 3D models**  and assembling the entire web3 game, including the server and local components. Even hosted a **Kickstarter campaign**  !