SAJI
GAME DEVELOPER

CONTACT

- +91 9080497879
- Saji290904@gmail.com
- Hyderabad, Telangana
- https://saji-01.github.io/

PROFILE SUMMARY

Hi, I'm Saji, a Unity developer with a passion for C# programming & shader development. I've been working with Unity since my 12th grade constantly pushing myself to create unique and entertaining games that provide a visually stunning and smooth experience.

EDUCATION

2022 - 2026
BACKSTAGE PASS INSTITUTE OF GAMING & TECHNOLOGY

- B.SC (Hons) Computer Science & Game Development

GAME I'VE WORKED ON

WOBBLE GOBBLE GAME

A 3D isometric PC and mobile puzzle game featuring a jelly cube as the player character, maneuvering through challenges that incorporate "wobbly movements" and puzzle-solving, with a focus on "exploration", all presented in a visually distinctive aesthetic.

WORSHIP WHO? 2D GAME

A Boss Rush Shooter with Satirical Religion References!
IGDC BYOG Game Jam (Made in 48 Hours) 2024

ASCII RENDERER

An ASCII renderer converts images or patterns into text art using characters like #, @, and *. It creates images using just text symbols. (CPU Based)

WEIGHTED VORONOI STIPPLING

Weighted Voronoi stippling distributes points over a surface based on an Image weighted density. (CPU Based)

SKILLS

- Unity C#
- Unreal Basic C++
- Unity Shaders
- Unreal VFX & Materials (Basics)
- Problem-Solving & Debugging

PROGRAMMING LANGUAGES

- C#
- C++
- Python
- Web Development (Html - JS -CSS)

ACHIEVEMENTS

WOBBLE GOBBLE – RECOGNIZED AT IGDC & GAFX 2024-25

INDIE40 SELECTION (IGDC 2024) :

Selected as one of the top 40 indie games for the prestigious **"Indie40"** category at the **India Game Developer Conference (IGDC) 2024** and presented on the expo stage.

GEM AWARDS 2025 (GAFX BENGALURU, INDIA) :

"Winner of Best Hypercasual Game" and **Nominated for Best Mobile Game at the GAFX 2025 GEM Awards.**

LANGUAGES

- English
- Tamil
- Telugu (basic)