



ADITHYA RAGHAVAN

Game Developer

Designing Dreams, One
Line of Code at a Time



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TECHNICAL SKILLS

- Unreal Engine
- Photoshop
- Blender 3D
- Unity
- Maya
- Illustrator

LINKS

- [Portfolio](#)
- [Linkedin](#)

EDUCATION

BSC Game Design & Development

ICAT Design & Media College

2022-2025

LANGUAGE

Tamil

English

About Me

Passionate Unreal Engine developer with hands-on experience from various projects, an internship, and participation in the BYOG game jam for IGDC. I focus on creating immersive and visually engaging experiences while continuously expanding my expertise in Unreal Engine. Always eager to learn and innovate, I strive to push the boundaries of game development to craft high-quality, memorable gaming experiences.

EXPERIENCE

May 2025 - Present

Senior Game Developer [Chillout Studio](#)

Rock-paper-scissors is at the core of my fast-paced multiplayer combat game, where each player uses abilities tied to one of the three elements. Success depends on reading opponents and countering them in real time, turning a simple concept into a strategic experience driven by timing, prediction, and mind games.

September 2024 - November 2024

Game Programmer [Karmaratha Studio](#)

Leo and Nora, a split-screen multiplayer game inspired by Indian mythology. I Designed and implemented key gameplay mechanics, improving player engagement, optimized Blueprints, and refined UI elements to enhance the cooperative experience.

FEATURED PROJECTS

Unfinished Business

An action, third person shooter story game, where the protagonist is an ex- special operations agent, who falsely gets accused as a traitor to the nation, and escapes prison to get his revenge on the person who made his life a misery.

Leo & Nora

Leo and Nora is a split-screen multiplayer game inspired by Indian mythology, created as a prototype for Karmaratha Studios. Players control Leo, a brave warrior, and Nora, a wise companion, overcoming challenges and puzzles through teamwork.