

JACOB MOOLAYIL

PROJECTS

Gravitality

(May 2024 - sep 2024)

- **Lead Programmer and Lead Artist**
 - Developed core game mechanics
 - Created all visual assets
 - Contributed to level design by crafting puzzles
- **Managed the team**
 - Assigned tasks
 - Provided guidance to ensure smooth progress and successful execution
- **Worked on the audio for the game**

ProjectViral

(Oct 2024 - Present)

- **Designed all game environments**
 - Drew layouts of the house and exterior
 - Placed assets in the environment
- **Assisted with puzzle design**
- **Contributed to the game's lore**
- **Improved performance by using level streaming techniques**

RocketMan

- **Developed rocket mechanics**
- **Added sound effects (SFX) and particle effects**
- **Created multiple levels with different obstacles**

Defender

- **Created game mechanics**
- **Implemented particle effects and sound effects**
- **Utilized Unity Terrain to design the environment**

SKILLS

- Unity
- C# and C++
- Maya
- Substance painter
- zbrush
- Photoshop
- Premier Pro
- After Effects

EXTRA CURRICULAR ACTIVITIES

- Showcased my game "Gravitality" at the IGDC 2024 expo.
- Participated in the IGDC 2024 competition for "Student Game of the Year", where a group of three, including myself, created the game Gravitality. I guided my team throughout the game's development.

COURSES

C# Unity Game Development (Udemy)
Currently Studing

C# Programming (Udemy)
Currently Studing

C++ Programming (Udemy)
Currently Studing

EDUCATION

Backtage Pass Institue of Gaming and Technology

Game Development

2023 - 2024

Arena Animation

3D Animation and Visual Effects

2019 - 2022

Veer Bahadur Singh Purvanchal University

Bachelor Of Science Animation

2019 - 2022