Surya Nandeesh

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LinkedIn: linkedin.com/in/suryanandeesh

GitHub: github.com/SuryaNandeesh

Portfolio: ayrusbigchief.itch.io

Objective

Aspiring game designer and software developer with a strong foundation in object-oriented programming, front-end and back-end technologies, and game development tools. Seeking opportunities to contribute to interactive, user-focused projects while continuously growing my skills in software engineering and design.

Experience

Enterprise Project - SwitchFlip

Capstone Project, Neumont College | January 2025 - Present

- Designed and implemented a dimension-shifting puzzle-platformer game using Unity (C#), featuring dynamic transitions between 2D and 3D gameplay.

- Developed the game as a solo project, demonstrating end-to-end development skills including design, coding, and debugging.

- Created unique puzzle mechanics tailored to dual-dimensional logic and player interaction.

Data Entry Assistant

RAN Health Services - Salida, CA | May 2020 - August 2020

- Organized and digitized patient documentation for improved clinic efficiency and compliance.

- Sorted patient information by appointment urgency and flagged priority cases for physician review.

- Provided administrative support while maintaining high levels of accuracy and confidentiality.

Education

Bachelor of Science in Game Design

Neumont College of Computer Science - Salt Lake City, UT | Expected Graduation: 2025

Skills

Proficient In:

Java, C#, C++, JavaScript, Git, Unity, OOP Principles

Knowledgeable In:

.NET Core, SQL, HTML/CSS, Microsoft Office Suite, Visual Studio

Familiar With:

Python, Agile/Scrum, Unreal Engine, RESTful APIs, Adobe Creative Cloud

Languages

English - Fluent

Links

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