

# Romey Christo

Designer and Developer

I am a creative designer and developer aiming to solve real world problems through games and applications. I have good experience, energy and I am not afraid of failure.



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## EDUCATION

### B.E Computer Science and Engineering

Loyola - ICAM College of Engineering and Technology

06/2015 - Present

Chennai

*Thesis and Achievements*

- Email Assistant for the visually challenged
- A project funded by Tamil Nadu State Council for Science and Technology

### Higher Secondary and High School

Santhome Hr. Sec. School

06/2009 - 04/2015

Chennai

*Achievement*

- School Topper in Higher Secondary

## WORK EXPERIENCE

### Co-founder, Graphics Lead

Studiostry [↗](#)

12/2015 - Present

Chennai

*An indie game development studio*

*Achievements and Tasks*

- Released Punch the Monkey on Google Play and itunes
- Working on a 3D game using Unreal Engine and Blender 3D

### Intern, UI and UX Designer

Steinn Labs [↗](#)

12/2017 - 01/2018

Pune

*A Startup company in Pune*

*Tasks*

- Worked on 4 different projects simultaneously

### Teaching Assistant

IIT BombayX and edX

04/2016 - 12/2017

Mumbai

*MOOC Platforms*

*Tasks*

- Taught and helped learners with 3D modeling and animation using Blender 3D

### Intern, Game Designer

IIT Bombay [↗](#)

06/2017 - 07/2017

Mumbai

*Ekalavya Internship - Project supervised by Padmashri Prof. DB Phatak*

*Achievements*

- Developed an application for the hearing and speech impaired and tested it at SankarDham (School for the hearing and speech impaired)

## SKILLS

Creativity



Team work



Leadership



Communication



Decision Making



Time Management



## PERSONAL PROJECTS

An Educational game for students to learn history of TamilNadu - funded by Tamil Nadu State Council for Science and Technology (03/2019 - Present)

SIMPLE - A 3D game (12/2016 - Present) [↗](#)

Email Assistant for the visually challenged (12/2018 - 03/2019) [↗](#)

Interactive Architectural Visualization with Virtual Reality on mobile devices (12/2017 - 01/2018)

Fingerspelling Application for the hearing and speech impaired (06/2017 - 07/2017) [↗](#)

Intra college navigator for visually impaired students (08/2017 - 08/2017)

Punch the monkey - An Android and iOS game (10/2015 - 09/2016) [↗](#)

## PUBLICATIONS

ArchViz: Incorporating Project Based Learning in a MOOC setting through Learning eXtension Trajectories Conference - T4E 2018, IIT Madras (12/2018) [↗](#)

Fingerspelling - Indian Sign Language Training Tool Conference - ICALT 2018, IIT Bombay (07/2018) [↗](#)

## WORKSHOPS CONDUCTED

3D modelling and animation (03/2019)

Introduction to MIT App Inventor (07/2018)

Basics of Blender 3D - A 2 day workshop (06/2017)