

## CONTACTS

- +91 7993679874
- aakash.re13@gmail.com
- <https://bit.ly/3dSLpWR>
- [github.com/AakashR13](https://github.com/AakashR13)
- [aakash-reddy.vercel.app](https://aakash-reddy.vercel.app)

## SKILLS

- C/C++
- Python
- Three.js
- Javascript
- OpenGL
- Unreal Engine 5

## INTERESTS

- Single Player Games
- Psychology
- Fiction
- Martial Arts

## LANGUAGES

- English
- Telugu
- Hindi
- French

## ACHIEVEMENTS

- Jee Mains
  - Rank 2152
- Coordinator of The Gaming Club of IIITH
- Cheat Codes@IIITH
  - Club's signature event was well received by sponsors(EA)
- Open Tech Summit@IIITH
  - Game Jam Organizer
- Swimming South Zone

# AAKASH REDDY

Undergraduate@IIITH

Motivated and adaptable student, currently developing a background in the technical domain and seeking to also dive into the creative side of game development. I'm interested in meeting people with the same interests and learning about their respective fields. By trading methods, I hope to further improve myself and my relationships with future colleagues.

## EDUCATION

### INTERNATIONAL INSTITUTE OF INFORMATION TECHNOLOGY

Electronics and Communication Engineering  
2020-2024

### INTERMEDIATE

FIITJEE MPC  
2018-2020

## PROJECTS

### RPGAME(VISUAL SCRIPTING)

- Features of a modern-day RPG
- Easily scalable and editable
- In-built modularity

### PHASMONAUTS(IN PROGRESS)

- A third-person multiplayer shooting game(C++) that has fully functional weapons, equipment, etc.
- Multiple game modes such as Team Deathmatch, Capture the flag, etc.

### ALL-OUT

- A demo game that contains TPS features, including AI patrols, detection, and shooting
- The project is done primarily in C++.

## EXPERIENCE

### MAYHEM STUDIOS(11/22 - CURRENT)

- Working as a game programming intern, currently working on UI/UX and core game mechanics