

Kalyan Pitla

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EDUCATION

Backstage Pass Institute Of Gaming and Technology

Bachelor of Arts (Hons)

in Game Art & Design

Aug 2019 - July 2023

CGPA: 8.03

SKILLS

Tools:

Autodesk Maya

Adobe Substance 3D

Adobe Photoshop

Adobe Illustrator

Z Brush

COURSEWORK

3D Modelling in VR

3D Texturing

3D Lighting

3D Rendering

Game Design

Game World Design

Character Design

Game testing

Sculpting

Project management

Story making

ACTIVITIES

Volunteer at Game Developer

Conference 2019 & 2022

OBJECTIVE

Passionate Modeling Artist with a strong background in creating immersive projects, including 3D VR games. Seeking to leverage my creative vision and hands-on skills to contribute to innovative projects. Proficient in crafting compelling visuals that captivate audiences. Adept at translating ideas into designs, I excel in collaborative settings and adapt quickly to new challenges.

PROJECTS

Kruger's Treasure

[Source Code](#)

VR Puzzle Solving Game

Crafted engaging VR environments using Unity's modeling tools, featuring intricate landscapes and interactive elements to players. Enhanced realism in the virtual reality space through ShaderLab and HLSL, employing advanced graphics techniques to elevate quality. Tech Stack: Unity, C#, ShaderLab, Mathematica, HLSL

Drone Delivery

[Source Code](#)

Casual Mobile App

Crafted a captivating casual delivery mobile game centered around drone operations and logistics.

Implemented a variety of challenging delivery missions, each with unique obstacles and objectives, enhancing player engagement.

Tech Stack: Unity, C#, UI/UX Design, Mobile Game Development

CERTIFICATIONS

Game Design & Dev Virtual Internship

[Electronic Arts](#)

Enhanced object interactions for immersive gameplay, Streamlined item management for smoother user experience and Innovated tool for unique and diverse character design.

Strategic & Experience Design

[BCG](#)

Formulated research approach for effective strategies, Crafted personas to guide experience design, and Designed innovative consumer interactions.