

ANJIAH CHOWDARY MAMILLAPALLI

Bangalore, India | +91 6360396339 | anjaiahmcwork@gmail.com | GitHub: <https://github.com/AnjaiahMCWork> |
LinkedIn: [linkedin.com/in/anjaiahmcwork](https://www.linkedin.com/in/anjaiahmcwork) | Portfolio: <https://anjaiahmcwork.github.io/PortfolioY/>

Professional Summary

I am a passionate game developer and problem solver with a proven track record of success. I build and maintain strong relationships with my team members and excel at networking and collaborating with talented and resourceful individuals. I am always seeking opportunities to enhance my skills and knowledge. I am particularly passionate about creating innovative and engaging games.

Projects

Spaceship Adventure

- Created a visually immersive 3D Spaceship Shooter game in Unity, challenging players with intense battles against pattern-based enemy waves.
- Implemented a user-friendly Main Menu with start and exit options for easy navigation.
- Designed visually appealing landscapes to enhance the overall gaming experience.
- Crafted dynamic, timeline-driven player movement for automatic navigation within a designated area, while responding to player input.
- Introduced a scoring system where player score increases upon hitting enemies with lasers and defeating them, adding depth to the gameplay.
- Developed a progressive and challenging game with multiple levels to ensure an engaging experience.
- Designed Player health affected by enemy collisions.
- Created a Game Over scene displaying the final score, providing options for players to either play again or return to the Main Menu for a seamless experience.
- Built the game for PC(Mac, Windows, Linux) and WebGL, ensuring accessibility across various platforms.

Tile Vania

- Developed a 2D tile-based platformer game in Unity, featuring a user-friendly Main Menu with start and exit options for player convenience.
- Created multiple engaging levels with diverse challenges and objectives.
- Implemented player mechanics, allowing for running, climbing, jumping and shooting bullets.
- Engineered enemy AI with patrolling behavior, leading to player demise upon collision.
- Designed and integrated interactive elements, including jump spring objects and ladders, to enhance player traversal.
- Introduced hazards such as traps and water bodies, resulting in player death upon contact.
- Implemented a health and pickup system to enhance the overall player experience.
- Utilized Unity's tilemaps, layers and 2D physics collisions to construct levels, hazards and ladders.
- Developed a Game Over scene displaying the final score, with options for players to play again or return to the Main Menu for seamless experience.
- Ensured the game runs seamlessly on various platforms, including PC(Mac, Windows, Linux) and WebGL.

Core Qualifications

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| <ul style="list-style-type: none">UnityC#BlenderPythonEnemy AI Implementation | <ul style="list-style-type: none">C++Unreal EngineGame DesignLevel DesignShooter Mechanics |
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Education

Bachelor's: Electronics and Communication Engineering
Gopalan College of Engineering And Management

06/2023
Bangalore, India

Intermediate Education
Sri Chaitanya Boys JR College

03/2019
Andhra Pradesh, India

Secondary Education
Care EM High School

03/2017
Andhra Pradesh, India