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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 3D Spaceship Shooter game where the player engages in intense battle against pattern based enemy waves in a visually immersive environment created in Unity.
- Implemented a user-friendly Main Menu offering 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 still responding to player input.
- Implemented 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 by incorporating multiple levels, ensuring an engaging experience for players.
- Designed Player health affected by enemy collisions .
- Developed a Game Over scene displaying the final score, providing players with options to either play again or return to the Main Menu for 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 created in Unity.
- Implemented a user-friendly Main Menu scene for start and exit options for user convenience.
- Created and designed 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 with them.
- Implemented a health and pickup system, contributing to the overall player experience.
- Utilized Unity's tilemaps, layers and 2D physics collisions to construct levels, hazards and ladders.
- Developed a Game Over scene displays the final score, providing players with options to either play again or return to the Main Menu for seamless experience.
- Built the game for PC(Mac, Windows, Linux) and WebGL.

Space Adventure

- Developed a 2D Spaceship Shooter game created in Unity.
- Implemented a user-friendly Main Menu scene for start and exit options for user convenience.
- Formulated Player controls a spaceship, engaging intense battles against the pattern-based enemy waves.
- Implemented a dynamic scoring system where player score increases upon successfully defeating enemies, rewarding skillful gameplay.
- Designed a strategic player health system affected by both enemy collisions and enemy bullets, adding challenge and tactical depth to the gameplay.
- Developed a Game Over scene displays the final score, providing players with options to either play again or return to the Main Menu for seamless experience.
- Built the game for PC(Mac, Windows, Linux) and WebGL.

Ancient Adventure

- Developed a Dynamic Melee Weapon System in Unreal Engine 5 using C++ and Unreal Engine 5 Blueprints.
- Designed Realistic Landscapes to enhance the visual appearance.
- Implemented AI-Controlled Enemies in Unreal Engine 5 using C++ and Unreal Engine 5 Blueprints.
- Integrated Strategic Pickups in Unreal Engine 5 using C++ and Unreal Engine 5 Blueprints.
- Applied Unreal Engine 5 for Captivating Visual Effects.
- Utilized C++ for Core Functionality in Unreal Engine 5.
- Implemented Dynamic Melee Combat System in Unreal Engine 5 using C++ and Unreal Engine 5 Blueprints.

- Enhanced Player-Enemy Interactions in Unreal Engine 5 using C++ and Unreal Engine 5 Blueprints.

Shooter

- Developed Realistic Shooter Mechanics in Unreal Engine 5 using C++.
- Created Diverse Weaponry and Ammo Types in Unreal Engine 5 using C++.
- Designed Strategic Pickups with Interpolating Curves in Unreal Engine 5.
- Developed an Innovative Reloading System in Unreal Engine 5 using C++.
- Implemented Glow Effects Using Curves for Visual Enhancement in Unreal Engine 5.
- Designed Footstep Sounds Based on Surface Type in Unreal Engine 5.
- Created Multiple Playable Characters in Unreal Engine 5.
- Developed Diverse Enemy AI Behaviors Based on Behavior Tree Structure in Unreal Engine 5.

Core Qualifications

- Unity
- C#
- Blender
- Python
- Enemy AI Implementation
- C++
- Unreal Engine
- Game Design
- Level Design
- Shooter Mechanics

Education

Bachelor's: **Electronics and Communication Engineering** **06/2023**
Gopalan College of Engineering And Management Bangalore, India

Intermediate Education **03/2019**
Sri Chaitanya Boys JR College Andhra Pradesh, India

Secondary Education **03/2017**
Care EM High School Andhra Pradesh, India

Certifications

- Unreal Engine 5 C++ The Ultimate Game Developer Course
- Unreal Engine C++ The Ultimate Shooter Course
- Learn C++ for Game Development

Interests

- Playing Chess
- Drawing
- App Developing
- Characters Designing for Games
- Environment Designing for Games