ANANTH PONDICHERRY
Email: ananthpondicherry62@gmail.com
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Career Objective:

To work for an organization which provides me the opportunity to improve my skills and knowledge and also contribute to the growth of the organisation.

Educational Qualification:

Abertay University (2021)	**Post graduate**
B.Tech, Information Technology(2012-2016)	**Gitam University** – **70%**
Intermediate, MPC (2010-12)	Sri Chaitanya Junior College -**72%**
SSC (2010)	St.Andrews High School -**78%**

Technical Skills:

Operating systems	Windows
Programming Skills	C-Language, C#,C++ GameMaker,Unity,Unreal
Tools	Visual Studio 2015 (IDE),Unity 2017
Web Technology	HTML5, CSS3.
Database	SQL Server 2014.
Scripting Languages	JavaScript.
Packages	MS-Office.

Work Experience:

- 1 year experience in Deccansoft as Software Developer. (November 2016 – December 2017)
- 1 year experience in Bilva Design pvt ltd as Unity VR Developer. (January 2018- March 2019)
- 2 years experience in 7Seas Entertainment pvt ltd as Unity Game Developer. (April 2019 -June 2020) (August 2022 -present)
- Experience in developing and designing Windows applications and Web applications using Visual Studio.
- Experience in developing VR applications using Unity.
- Good Experience in using technologies such as HTML,CSS and Javascript.
- Good Experience on ASP.Net MVC.

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Games

Title	:	**Sky Plane**
Environment	:	Unity 2018

Role:
- Writing code for player movement, damage ,enemy AI,Spawing system.
- to develop and test the application.
- to debug and update the existing code.

Title	:	**No Place like Home**
Environment	:	Unity 2018
Competiton	:	GGJ 2019
Team	:	6 members

Role:
- Writing code for player movement, player and enemy damage system. O Level Design
- to develop and test the application.
- to debug and update the existing code.

Title	:	**A Bonnie Day**
Environment	:	Unity 2020
Team	:	6 members

Role:
- Writing code for daynight cycle,task system,task tabs,scratch effect,game manager,sound manager and UI.
- Level Design
- Running profiler and finding ways to improve optimisation
- to debug and update the existing code.

Title	:	**Laws of the Jungle**
Environment	:	Unity 2020
Team	:	6 members

Role:
- Writing code for player controller,camera switching,inspecting items,dialogue system,quest and inventory system
- Level Design
- Running profiler and finding ways to improve optimisation O to debug and update the existing code.

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Title   :   **Through Murk**
Environment   :   Unity 2018

Role:
- Writing code for player controller, enemy spawning, Ui interface.
- Player and enemy animations. O Level Design
- to develop and test the application.
- to debug and update the existing code.

Title   : **Flip Challenge**
Environment   : Unity 2018

Role:
- Writing code for player controller,game manager,. O Level Design
- to develop and test the application.
- to debug and update the existing code.

Title   :   **Marco's Adventure**
Environment   :   Unity 2018

Role:
- Writing code for player controller, enemy spawning,enemy AI, Ui interface.
- Writing code for game manager,level manager.
- Player and enemy animations. O Level Design
- to develop and test the application.
- to debug and update the existing code.

Title   :   **Sophia**
Environment   :   Unity 2018
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Role:
- Writing code for player controller, enemy detection AI,player interactions,sound effects.
  O Player and enemy animations. O Level Design
- to develop and test the application.
- to debug and update the existing code.

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Title   :   **Vampire's Lair**
Environment   :   Unity 2020

Role:
- Writing code for player controller,weapon mode,enemy AI, ScoreManager and UI.
- Level Design
- Running profiler and finding ways to improve optimisation ⭕ to debug and update the existing code.

Title   :   **Real Mma**
Environment   :   Unity 2020
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Role:
- Writing code for player controller,player state machine,Player hit reactions,game manager Ai controller, Ai hit reactions,sound effects,Player and enemy health system.
- Handling gameplay mechanics.
- Player and enemy animations.
- Level Design
- to develop and test the application.
- to debug and update the existing code.

Title   :   Bike Stunts
Environment   :   Unity 2020
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Role:
- Writing code for bike selection,daily reward system and free reward system,game controller and sound manager.
- Handling gameplay mechanics.
- Making changes to existing level design.
- to develop and test the application.
- to debug and update the existing code.

Title	:	Golf Lite
Environment	:	Unity 2021

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Role:
- ○ Writing code for Golf movement,Changing block direction, Applying physics to existing golf ball.
- ○ Writing code for GameManager and SoundManager scripts.
- ○ Handling gameplay mechanics.
- ○ Making changes to existing level design.
- ○ to develop and test the application.
- ○ to debug and update the existing code.

Projects

Project #4:

Title	:	**Archviz**
Environment	:	C#, Unity 2018,
Devices	:	Oculus Rift, Oculus Go.

Role:
- ○ Writing code for teleporting the player and to perform object interactions.
- ○ Writing code for Ui interactions in VR.
- ○ Performing optimisation techniques for vr application ○ Test,debug and update existing code.

Freelance Project :

Title	:	**VR Farm Simulation**
Environment	:	C#, Unity 2018,
Devices	:	Oculus Rift.

Role:
- ○ Writing code for player movement and to perform object interactions.
- ○ Writing code for Ui interactions in VR.
- ○ Performing optimisation techniques for vr application. ○ Test,debug and update existing code.

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Freelance Project :

Title   :   **Kosmos**
Environment   :   C#, Unity 2019,
Devices   :   PC Windows,Macbook.

Role:
- Writing code for Ui interactions.
- Providing animations for graphs involved.
- Performing optimisation techniques for application.
- Test,debug and update existing code.

Freelance Project :

Title   :   **Lake Breeze**
Environment   :   C#, Unity 2022
Devices   :   PC Windows,Oculus Rift,HTC Vive

Role:
- Creating a prototype for the product with all the required gameplay.