AKILA KANNAN

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Global Game Jam Art work 1 Art Work 2 Projects

Summary

- 7+ years of experience in game development and software development.
- Conversant with all the phases of Game Developing Life Cycle including Initiation,Pre production and Production.
- Worked on different game engines and technologies.
- Possess good problem-solving and learning skills as well as a keen interest in the emerging technologies.
- Good in creating artworks and animation using inkscape and spriter.

Key Domain and Technical Knowledge

- Domain: Game Developer, Software Developer, Web AR
- Language: Core Java, C#, Java script,
- Database: PL/MySql
- Tools: Inkscape, Spriter, Android studio, eclipse ,visual studio
- GameEngine: Unity,Libgdx,Phaser,Three js
- Frame Works: 8th wall, AFrame,Jeeliz
- Version Control : Bitbucket, Git, SVN
- Server – colyseus[Game server]

Experience

Software Development Engineer / Jio, Bangalore

Project Title :Jio Cinema -This is a VR Media Player in which I have worked on Creating Tilemedia Wrapper and integrating it to Jio Cinema.

Project Title :Jio Gallery, Jio TV+, Jio Browser, Launcher - Worked on new feature implementations and integrating JMRSDK (Jio VR SDK), implementing addressables.

Game Developer / Pragmatic Play India Pvt Ltd, Noida

Project Title :KnightRunner -This is a slot game in which I worked on algorithm for return to player. Worked on main mechanism implementation

Game Developer / Gameshastra, Hyderabad

Project Title :Bollywood Boss -The game contains slot, Match 3 with betting and addition features free gamesmini game

- Implemented UI , Customization,
- Implemented Slot , Free game slot

Game Developer /Quytech, Gurgaon

[VR]Project Title : Immersive Tool Its is tool for doctor. Used haptic device with VRdevice .the aim of this project is to convert MRI scan image to 3d object, by using 3D model user can crop ,move and take notes of it

[VR]Project Title : Ad Immersive touch this app have human 3e model. User an see the 360 video of the organ and google carboard video

Project Title :Stairs Runner -: The product aims at developing a 3d runner game

- Implemented game logic
- Implemented object pooling and over all development

JAN2020– MAR 2020

Project Title : Pulse Glasses The product aims at developing web AR ad project for sunglasses

- Implementing code for AR web using jeeliz through three js.
- Communicate with the client for update the coding

JAN2020–SEP2020

[AR]Project Title : Wormhole The product aims at developing AR Social application using unity.In this people see event happening, chat , panorama, youtube video by location, magic pin in the over all world, having major three categories globe, local, intermediate

- Implemented Broadcast Module
- Integrating module with main apps

Project Title :Airtel FastTag The product aims at developing web AR ad project for Airtel fast tag.

- Implementing code for AR web using 8thwall
- Communicate with the client for update the coding

Project Title :KIMS The product aims at developing a Inventory product for pharmacy. It includes Ledger, Billing, payment, customer order, doctor commission, product details and rack details etc. This project is for client server and web application. Implementing unit testcase document for every functionalities.

- Documenting function points by understanding the client requirements.
- Implementing database design(Mysql)
- creating procedure and view for designed database using PL/MYSQL
- Integrating front end design in Asp .net
- coding reusable and optimized code for created pages Asp.ne
- Implemented reusable and optimized code.
- Creating artworks(Inkscape), animation (spriter) and its Lightings.
- Created UI designs and its functions

  Project Title: Carrom – Implemented game functionality for backend using colyseus server [Game server]

  Project Title: Rock, Paper, Scissor – Implemented game functionality for both backend[Colyseus server] and frontend [unity]

Game Developer /Spin Games[Now Bragg Games], Chennai

Project Title :Ancient Thunder Keno This is a casino game developed for web using Phaser engine as front end and python for backend then used Mongo DB for storage

- Implementing unit testcase document for every functionalities.
- Implementing class diagram for front end
- Coding the game using Phaser for creating the game as per client requirement

Game Developer/FirstSeed, Madurai

Project Title :BIOLAB The primary objective of this project is to create a learning game. The concept of this game is to collect the cell to learn more about cell biology. The part of the user is to move the boy to collect a cell, then the panel will open and tell you more detail about the collected cell.

- Designed the character in the game.
- Designed the collectable objects (Cell)
- Designed a background image for the game.

Project Title : The pharaoh hidden object game Description: The primary objective of this project is to find the missing object of pharaoh.

- Gathering requirements
- Implementing code using UNITY C#
- Exporting and testing in multiple platform
- Creating UI and its function
- Discuss with art team to create the exact game as per client requirement
- Implementation of asset bundles.
- Optimized and reusable code.

Project Title : ToMyhome - :The primary objective of this project is to collect fruits and powerups, This is a infinite runner game with 5 powerups and two themes

- Implementing code using Libgdx java
- Exporting and testing in multiple platform
- Creating UI and its function
- Implement story telling
- Implementation of asset bundles.
- Optimized and reusable code.
- Implementing over all game functionalities

June 2013 - August 2013

Product Title: Embedded solution for commercial and residential automation Duration: The primary objective of this product is to control the lights and fans from anywhere using Internet. Lights and fans are connected to the raspberry pi server.

- Created a SCADA website using PHP.
- Implemented connections between sensor and Raspberry pi.
- Coded the control for sensors.

Portfolio

Spin &Roll [Bollywood Boss]

Stairs Runner

Ancient Thunder Keno

Wormhole

JioImmerse [jio cinema and Launcher]

Github

Akila Kannan

Education

MAY 2015

Btech IT / Kalasalingam University, Virudhunagar DT, TN India

With 7.5 GPA

Certifications

- Active participant in Global Game Jam
- Solo Learn Certification for core Java.
- Solo Learn Certification for c#.

Personal Details

Father's Name : Kannan. A
Date of Birth : 02.06.1994
Languages Known : Tamil & English
Marital Status : Single
Nationality / Religion : Indian / Hindu
Interest & Hobbies : Art, Shuttle – Cock & Browsing

Declaration

I do hereby declare that in the above information stated is true to the best of my knowledge.

Place:

Date :   SIGNATURE