

# Amirtha Krishnan

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## EDUCATION

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### Sri Manakula Vinayagar Engineering College

*Bachelor's Degree in Computer Science and Engineering*

June 2024

*Puducherry, India*

- Graduated First Class with Distinction (8.74 out of 10)
- Technical Lead for the Google Developer Student Club for the years 2023, 2024.
- Mentored classmates and juniors interested in game development in Bi-weekly Dept. club activities.

## PLAYTESTING EXPERIENCE

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### ABOUT FISHING

December 2025

*The Water Museum*

- Delivered actionable UX and gameplay feedback including accessibility improvements, ie, input sensitivity.
- Identified critical performance bottlenecks (shader compilation lag), visual artifacts (z-fighting, LOD gaps), and proposed documented solutions with engine-specific references.

### WILD GROWTH

October 2025

*Cuddle Monster Games*

- Discovered shader compilation lag, screen aspect ratio handling gaps, and win-state logic bugs, ensuring polished user experience.
- Identified progression issues including upgrade cost curves and early-game friction points across multiple playtest cycles, directly informing design iterations for player retention.

### TAVERNA

September 2024

*Overfort Games*

- Conducted systematic load testing (1000-5000+ physics objects), identifying critical FPS thresholds, culling system effectiveness boundaries, and physics engine breaking points.
- Discovered interaction desync issues in multiplayer sessions (movement vs. pickup/spawn permissions) and identified rendering anomalies (shader compilation lag, color tinting under object density), ensuring stable networked gameplay.

### OCEAN MIRROR

October 2023

*Cuddle Monster Games*

- Diagnosed shader compilation lag patterns tied to asset loading sequences and discovered a game-breaking input state bug (right-click hold causing persistent weapon malfunction).
- Provided granular feedback on weapon mechanics (recoil-animation mismatch, reload UX, slow-motion edge cases), enhancing combat responsiveness and visual polish.

### 1 BILLION SPELLS

May 2023

*Icedrop Games*

- Identified tutorial input timing issues, low-contrast enemies, and distracting visual effects, improving player onboarding.
- Discovered a rune duplication exploit and projectile direction bugs, ensuring system integrity.
- Provided iterative feedback on enemy density, movement speed ratios, and difficulty pacing across multiple playtests.

## BATTER UP

February 2025

*JBroook*

- Identified targeting inconsistencies in the batting system and provided actionable solutions (auto-aim assist, visual indicators, hitbox adjustments), improving combat reliability across multiple feedback iterations.
- Discovered wave pacing issues causing unmanageable enemy density, and shop timing bugs with currency collection, informing tuning decisions for fair progression and satisfying build variety.

## WORK EXPERIENCE

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### BUSINESS DIGITALIZATION INTERN

June 2024

*M Swamiraj Son HPCL Dealer*

*Thiruvannamalai, India*

- Analyzed business workflows and implemented digital solutions to optimize dealer operations, gaining hands-on experience in ERP systems and digital payment integration.
- Contributed in User Interface development for streamlining inventory tracking, sales reporting, and customer data management systems.

### DATA ANALYTICS INTERN

October 2022

*COTPOT & CoNectar Technologies*

*Puducherry, India*

- Developed a data-driven insurance approval framework by leveraging partner datasets, enabling financial inclusion for underserved demographics and driving a 15% improvement in monthly repayment rates
- Designed analytical dashboards to track inventory performance and asset wastage patterns, enabling a partner retail outlet to optimize procurement decisions and reduce revenue leakage by 3%

## GAME JAM PERFORMANCE

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### PHOSPHORUS

March 2025

*Godot India Community Game Jam*

- Ranking: #1 Overall, #1 Audio, #2 Visual, #4 Gameplay
- Featured on webcurios.co.uk, several youtubers, and substacks.

### TOOTH & NAIL

August 2024

*LOWREZJAM 2024*

- Ranked 39 out of 254 entries. #29 in Graphics.
- Implemented layered 3D audio, cutscenes, enemy and boss AI using FSM as the lead programmer and designer.

### GUNGLITCH

July 2024

*Summer Slow Jams 2024: Random Generation*

- Utilized Resources and ECS architecture to support playstyle variety and randomness.
- Extended a MIT license project template to familiarize working with third-party codebases.

### CUTESWEEPER

June 2024

*The Secret Cult Horror Jam*

- Ranked #9 in Uniqueness. Depicted horror elements in a classic Minesweeper game.
- Implemented a multi-theme User Interface that changed in response to player progress and actions.

## PROGRAMMING LANGUAGES KNOWN

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GDScript, Python, Lua, C, C++, C#

## TOOLS

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Godot Engine 4, Blender, Github & Git, Figma, Audacity, Aseprite, S&box, Tableau