

Amirtha Krishnan

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EDUCATION

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

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

JBrook

- 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

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

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

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

TOOLS

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