

G. S. ARVIND KUMAR

Always learning, always growing

📍 Hyderabad, TS, India.

☎ **Contact:** Mobile: (+91) 9849330846 E-mail: arvindkumarlym@gmail.com
Linkedin Profile: <https://www.linkedin.com/in/arvind-kumar-155430115/>
Website / Portfolio: <https://arvindg.com>

📄 About me:

Date of Birth: May 7, 2001.

I am currently studying B.Sc (Honors) in ICAT Design and Media College. I have a special interest in graphics programming and gameplay programming. I founded Lyricmotion - a project about visualizing music with imagination, co-founded and developed website for Mentotales - a blog platform.

Career Objective:

Highly motivated fresher seeking an exciting and challenging position as a Game Programmer in a company where my programming skills and knowledge can be used to the fullest.

✂ Skills:

- Operational knowledge of programming in C#, C/C++ and Python.
- Experience in developing gameplay systems.
- Understanding of Data structures, algorithms and methodologies.
- Knowledge of 3D Maths and Physics.
- Demonstrated skills in AI, Shaders and VFX.
- Experience in Unity and novice experience in Unreal Engine.
- Experience in Adobe After Effects, Adobe Illustrator, Adobe Photoshop, Autodesk Maya, Blender.

👑 Work Experience

Illiquid Labs | Hyderabad, TS. - Game Developer Intern.
September 2022 -December 2022.

- Designed and developed 3 games in Unity3D.
- Designed particles for the games.
- Designed UI for Main menu, Pause menu.
- Developed AI and Respawn system for Vehicles.

Key Achievement

- Developed dynamic physics interactions for Vehicles and City buildings.
- [🔗 https://www.linkedin.com/company/illiquidlabs/mycompany/](https://www.linkedin.com/company/illiquidlabs/mycompany/)

🏠 Projects:

The Trials For Paradise | Academic Project.

Mini Project - A game project created with a team of three, Where I played the roll of **Programming** (Game mechanics, AI, Tools, Shaders) **VFX** (Particle Systems, VFX graph) and **Audio**. Developed using Unity game engine.
July 2022.

Explore_ Mars | Academic Project.

Game Engine Programming-II - A game project about exploring the surface of mars with the Perseverance rover and Ingenuity helicopter developed using **Unity** game engine.
July 2022.

Oni Senshi | Academic Project.

Game World Design - A project aimed to create and explore world design, Using Unreal Engine and assets from Unreal market place and Quixel Bridge, I designed a Feudal Japanese setting.
January 2022.

🎓 Education:

ICAT Design and Media College | Hyderabad, TS.
B.sc (Honors) Computer Science and Game Development.
August 2019 - Present.

Kendriya Vidyalaya | Eddumailaram OFMK, TS.

High School and +2.
April 2007 - April 2019.
Graduated 10th with 79.8% - (2007-2017).

Graduated 12th (MPCCs) with 72.83%. - (2017-2019).



Languages:

Telugu, Hindi, English.