KUMMARI TIRUPATHI RAO

Palasa

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Summary

Worked as a C# developer for 2.5+ years.
Strong command of the C, C# and C++ programming languages as well as the Unity game engine.
Contributed to a Unity project for a video game that had more than 1 lakh downloads.
I am a team player and am an efficient communicator. I'm currently looking for employment in a game development studio as a game programmer.

Experience

RRR The Game Ride Race Rescue

SK-GAMES
Dec 2022 - Jan 2023 (2 months)
I have contributed to the RRR game project.

RRR-The Game is a third-person Racing Adventure Game, where you can choose to play as Ram or Bheem. Race against time to save the boy who is trapped under the bridge because of a massive fire accident caused by a derailed freight train.

Competencies:
C# Unity for Game Development
ProBuilder and UModeler for Game Modelling/Designing

Associate Consultant

Capgemini
Jan 2022 - Present (1 year 4 months)
● Demonstrated experience and good hands-on programming experience C#.
● Key contributor in the design and implementation of new features.

Senior Analyst

Capgemini
Sep 2020 - Dec 2021 (1 year 4 months)

Machine Learning Intern

Hivericks Technologies
May 2019 - Jul 2019 (3 months)
- Internship at Hivericks Technologies Private Limited, Chennai.
- Implemented a machine learning model to predict battery discharge rate based on user usage patterns.

Education

National Institute of Technology Meghalaya

Bachelor of Technology - BTech, Electronics and Communications Engineering

2016 - 2020

Licenses & Certifications

Photon Unity Networking for Realtime Multiplayer FPS Game - Udemy

UC-e3210959-e731-4ab0-8912-17d1444a6123

Design Patterns for Game Programming - Udemy

UC-6856 feb8-c908-42d1-8785-700e2f065bb3

Unity's Mecanim System & Mixamo for constructing and programming own third-person game character - Udemy

UC-fa7e805e-984d-409c-8407-4085f0439c5e

Associate Innvator - Capgemini

Microsoft Certified: Azure Fundamentals - Microsoft

I395-5733

AWS Game Day - Amazon Web Services (AWS)

Skills

C# in .NET • Unity • Object-Oriented Programming (OOP) • Design Patterns • Data Structures • Algorithms • Microsoft Azure • Agile Methodologies • Adobe Photoshop • After Effects

Honors & Awards

Young Emerging Professional - Capgemini

Dec 2022