SHASHIKUMAR N V

Bengalore

7026247288 | nvshashikumar0@gmail.com

Objective

Skilled Roku Developer with hands-on experience in developing and deploying multiple Roku apps using BrightScript and SceneGraph architecture. Proficient in leveraging the Roku SDK to build responsive and engaging user experiences, with a strong grasp of video streaming technologies and DRM implementation. Demonstrated strength in logical problem-solving, performance optimization, and working within CI/CD pipelines for efficient development workflows. Passionate about building scalable, high-performance Roku channels and gaming applications.

Experience

- **Renderd Ideas Soft Game pvt ltd**   2022 August - Present
  Roku Developer L2

Education

- **Dayananda sagar collage of engineering**   2021
  BE
  CGPA: 7.53/10.0

Skills

- Software Development
- Bright Script
- Scenegraph
- Java
- App Development
- API Integration
- Database Management

Projects

- **Jungle Adventure Run 3D– Roku Game with Integrated Video Streaming**
  Developed Lilly Run, a fast-paced
  running game on Roku with integrated video streaming. The game includes in-game cutscenes and dynamic video playback to enhance storytelling and user engagement. Delivered a seamless blend of gameplay and video storytelling on a streaming-first plat

- **Zombie 3D**
  Developed a Zombie 3D game on Roku using 2D assets to simulate 3D effects, implemented zombie characters,
  player controls, shooting mechanics, and weapon systems, demonstrating creativity in asset utilization and interactive gameplay design within Roku's limitations

- **Road Cross Local Multiplayer**
  Built a custom system to handle two players simultaneously one using Roku remote and the other via a mobile web controller

- **Road Cross Online Multiplayer**
  Designed real-time multiplayer functionality using Web Sockets for player control handling. synchronized gameplay through relay message events for a seamless multiplayer experience. Successfully ran stable twoplayer sessions on a single Roku device

- **Temple Rush 3D**
  Built a 3D endless runner game inspired by Temple Run, featuring character animations, obstacle navigation, and score-based progression.environment setup, and gameplay scripting. Implemented character moveme

- Mr worm
- Hidden Objects