

# Jataprolu Dinesh

20-8/2-8 Ayodhya Nagar, Vijayawada, Andhra Pradesh 520003 | +91 8790815797 | [jataproludinesh9@gmail.com](mailto:jataproludinesh9@gmail.com) | <https://dineshportfolio6.netlify.app/> | <https://www.linkedin.com/in/jataprolu-dinesh-31747jd/>

## Profile

I'm a game dev and UI/UX designer fueled by artistic passion and a constant flow of new ideas. Proficient in Unity, Game Design, and UI design principles. I love collaborating to turn those ideas into immersive, user-friendly experiences.

## Skills

- Game Engine Proficiency (Unity)
- Multiplayer Development (in progress)
- Excellent interpersonal and communication skills
- Innovative Design
- Prototyping
- Figma
- Fun and energetic
- Languages: Telugu (Native), English (Proficient), Hindi (Conversational)
- C#

## Experience

**GAMING LEAD | MAYAVI (GAME DESIGN, ANIMATION, AND UI/UX CLUB) | PRESENT | KL UNIVERSITY, GUNTUR, ANDHRA PRADESH**

- Instructed and mentored junior members and other students in Unity game development.
- Organized and hosted a hackathon in collaboration with IGDC, including teaching Unity to approximately 150 participants.

## Projects

**GAME DEVELOPER & UI/UX DESIGNER | KITCHEN CHAOS | [NOV 2024] - [PRESENT]**

- Developed "Kitchen Chaos" time-management game from a tutorial, creating an immersive culinary experience.
- Enhanced gameplay complexity and balanced game mechanics.
- Designed and refined user-friendly UI/UX, building upon the tutorial's foundation, to ensure clear communication of customer orders and seamless interaction with the kitchen environment.
- Focused on creating thrilling and engaging player experience, modifying and expanding upon the tutorial's core mechanics to prioritize fast-paced gameplay and customer satisfaction.

**INDEPENDENT GAME DEVELOPER & UI/UX DESIGNER | REFLEXION | [PRESENT]**

- Conceptualizing and developing "Reflexion" is a dynamic puzzle game focused on spatial reasoning, reflexes, and problem-solving skills.
- Designing and implementing intricate, progressively challenging 3D puzzle levels, requiring precise cube rotation and movement.
- Continuously refining game mechanics and UI/UX to ensure intuitive controls and seamless player experience.

**INDEPENDENT GAME DEVELOPER & UI/UX DESIGNER | SPEEDBROS (IN DEVELOPMENT) | [JAN 2025 - PRESENT]**

- Developing a fast-paced multiplayer racing game, "SpeedBros" with real-time player interaction and combat elements.
- Designing and implementing core game mechanics and UI/UX for an engaging competitive experience.
- Actively iterating and optimizing gameplay for a stable and enjoyable multiplayer environment.

## Education

**BACHELOR OF TECHNOLOGY (B.TECH.) | APRIL 2026 | KL UNIVERSITY, GUNTUR, ANDHRA PRADESH**  
**HIGHER SECONDARY EDUCATION | APRIL 2022 | SARADA COLLEGE, VIJAYAWADA, ANDHRA PRADESH**

## Activities and Interests

- Gym
- Origami
- Sketching
- Gaming
- Playing guitar

