



SUMMARY

Highly motivated and professional Game Engineer with over 2 years of experience at YesGnome. Proficient in managing tasks solving bugs and optimising the code. Possess exceptional communication and interpersonal skills with a proven ability to work independently and as part of a team.

EDUCATION

Rajiv Gandhi University of Knowledge and Technologies, Basar

Bachelor's Degree in Computer Science
(8.2 GPA) 2018- 2022

Rajiv Gandhi Unity of Knowledge and Technologies, Basar

Intermediate
(8.9 GPA) 2016 - 2018

COMPUTER SKILLS

- Languages : C, Java and C#
- WebTechnologies : HTML, CSS
- DataBase : MySql, Oracle

TECHNOLOGY

- Unity Game Engine.

INTERNSHIP

Telugu News Headline Generation

2 months Duration

- With the help of Deep Learning concepts, Telugu descriptions has taken as input and tokenized to build a model of headline generation.

PROJECTS

SPEED 21

Card Puzzle Game| 3 Months Duration

- Developed in Unity 2D
- Worked on UI.
- Resolved the Bugs related to Gameplay and Optimised the Code.

Solitaire

Card Puzzle Game| 5 Months Duration

- Developed in Unity 2D
- Implemented Magic Powerup feature in Game.
- Handled things about build Optimisation and delivered game with minimal bugs in short period of time.

GamePe

Puzzle Game Platform | 8 months Duration

PlayStore Link : <https://gamepe.page.link/share>

- GamePe is a multi supported gaming platform.
- Handled UI and functionality.
- Worked on Meta and Gameplay.
- Managed the game animations

MAJOR PROJECT

Third Person Shooting Game

3D Shooting Game

- Basic TPS game developed with minimal assets.