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SKILLS

- C++
- C#
- Unity Game Engine
- Spark AR Engine
- Krita
- Blender
- Animation
- HTML
- CSS
- Javascript
- SQL
- Creativity
- Teamwork
- Marketing
- Critical thinking
- Communication

JEEVA KRISHNA V

GAME DEVELOPER

PERSONAL SUMMARY

Game programmer and designer with 2+ years of experience in developing games using the Unity Game Engine and Spark AR. Skilled in creating diverse gameplay mechanics and user interfaces for both 2D and 3D games. While primarily focused on programming, I am well-versed in various aspects of game development, including design and art.

WORK EXPERIENCE

Frontend-Developer

October 2021 - March 2022

- Created an educational French-Quiz website.
- Developed a Chemistry test website.
- Built an online web game using javascript
- Contributed to the gallery section of the Entrepreneurship Cell website at SASTRA.

Game-Developer(Freelancer)

April 2022 - February 2024

- **Portfolio of 2D Games:** Created and developed 10+ 2D games using the Unity engine, demonstrating versatility and creativity in game design and development.
- **Character and Asset Design:** Designed and modeled a character weapon using Blender, showcasing proficiency in 3D modeling and asset creation.
- **Augmented Reality Development:** Developed and published an AR filter on Instagram using SparkAR.
- **Environment Design:** Designed immersive game environments in the Unity engine, focusing on creating visually appealing and interactive settings for enhanced player experience.

Voltaverse Studio (Indie-game-developer)

March 2024 -present

- Developed and published "SWITCH," a 2D hyper-casual game, on the Google Play Store.
- Created engaging gameplay mechanics using Unity.
- Designed and implemented features like character movement, obstacles, and scoring.
- Conducted testing and debugging for a smooth user experience.
- Managed the full development lifecycle, from concept to release.
- Gained expertise in mobile game publishing and app store optimization.

EDUCATION

B.Tech IT | Shanmugha Arts, Science, Technology, and Research Academy(SASTRA) | Thanjavur

(2022-2026)

Previous Semester : 6.5 CGPA

HSC |Yagappa Matriculation high secondary school, Thanjavur

2022

77.5 percentage

SSLC |Yagappa Matriculation school, Thanjavur

2020

63.8 percentage

LANGUAGES

- Tamil (Native)
- English
- French (Elementary)

PROJECTS

- **Educational French-Quiz Website**

- Created an interactive quiz website to help students improve their French language skills and perform better in HSC exams.

- Utilized HTML and CSS for development.

- Website: <https://jeevakrishna.github.io/Asap/>

- GitHub Repository : <https://github.com/Jeevakrishna/Asap>

- **Chemistry Test Website**

- Developed a comprehensive chemistry test website to assist students in preparing for their HSC chemistry exams.

- Focused on user-friendly design and effective study tools using HTML and CSS.

- Website : <https://jeevakrishna.github.io/-CHEMISTRY-QUIZ-GAMES/>

- GitHub : <https://github.com/Jeevakrishna/-CHEMISTRY-QUIZ-GAMES>

- **Online Web Game**

- Built an engaging online web game to enhance students' learning experience.

- Implemented using HTML, CSS, and JavaScript.

- Website : <https://jeevakrishna.github.io/Asap-games/>

- GitHub : <https://github.com/Jeevakrishna/Asap-games>

- **Prototype-2D-Infinite-Runner**

- A simple Unity prototype featuring a HyperCasual 2D infinite runner game. Enjoy endless gameplay with straightforward controls, Highscore tracking, and a polished game-over system. Perfect for learning and experimenting with HyperCasual game development!

- **SWITCH -2D Hyper casual Game**

- Developed and published "Switch," a puzzle game that tests reflexes and strategic thinking, available on the Play Store.

- Created vibrant visuals and addictive gameplay using Unity, with ball mechanics, rigid body physics, and 2D collisions.

- Implemented gameplay scripting in C#.

- Play Store link :

- <https://play.google.com/store/apps/details?id=com.VoltaVerseStudio.Switch>
