

Bala Shiva

Data Analyst



1 Year 0 Month



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Profile Summary

-With over a year of experience in data analysis and client requirement management, I have honed my skills in generating valuable insights from complex data sets.

-I possess more than a year of hands-on experience in game development, specializing in creating intricate structures using Unity 3D game engine and C#. My expertise in these domains enables me to bring a unique blend of analytical and technical proficiency to any project. I am eager to leverage my skills to drive impactful outcomes in a dynamic work environment.



Education

B.Sc, 2023

St Joseph Degree College,
Hyderabad



Work Experience

Aug 2023 - Present

Data Analyst
MetrixLab

I am a data analyst responsible for cleaning, querying, manipulating, analysing and create tables from the data as per client requirement. I am also a indie Game Developer who worked on many 3d games prototypes.

Jan 2023 - Present

Indie Game Developer
SELF WORK

Indie Game Developer

Self learn and passionate game programmer. Work on game design and multiple features of game functionalities.

As knowledge and worked on Unity game engine, unreal engine



Key skills

- c#
- Data Analysis
- Data Cleansing
- Data Management
- Unity3D
- Unreal Engine
- Game Development
- Game Design
- Python
- Game Programming
- Game Testing



Personal Information

City **Hyderabad**

Country **INDIA**



Languages

- English
- telugu
- Hind



Social links

<https://kkshiva.github.io/Profilo/index.html>



Projects

2 Months

Pac man 3d

- Developed and launched a remake and game for Android devices
- Implemented clean graphics and multiple features using Unity engine and C#

<https://kkshiva.github.io/Profilo/works.html>

2 Months

Pralaya before the end

- Developed a roleplay game in Unity engine with stunning graphics, optimized specifically for Android devices
- Currently in early access phase

- Learn more about the project:

<https://kkshiva.github.io/Profilo/works.html>

3 Weeks

Bro drive!!

- Developed a endless auto generative map inspired by temple run.

- A fun car drive experience, developed for Android device using unity engine c#.

- learn more. <https://kkshiva.github.io/Profilo/works.html>