

# KANDIRAJU KRISHNA RISHIK

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## EDUCATION

**VELLORE INSTITUTE OF TECHNOLOGY**  
Bachelor of Technology (B-tech)  
Major in Computer Science (Core) -- Cumulative GPA: 7.72

Vellore, TN  
Expected July 2025

**NAGARJUNA VIDYANIKETAN**  
12<sup>th</sup> Grade -- Cumulative GPA: 7.5

Bangalore, KA  
Jul 2020 - Jul 2021

**DELHI PUBLIC SCHOOL**  
10<sup>th</sup> Grade -- Cumulative GPA: 8.1

Bangalore, KA  
Jul 2018 - Jul 2019

## WORK EXPERIENCE

**KARMA PLAY.**  
Unreal Engine Developer Intern.

Trivandrum, KL  
Sep 2024 – Present

- Developed a dynamic **Dialogue System** and **Interaction System** to enhance narrative-driven gameplay experience
- Created high quality **FMV's** Sequences using metahuman's **Audio-to-Animation** Tool to ensure lifelike facial animations synced to dial.
- Designed immersive game **Environments** and Integrated **Niagara visual effects**.

**VIRTUSA CORPARATION.**  
Delivery Intern

Hyderabad, TS  
Sep 2023 – Dec 2023

- Conducted **Generative AI** research on Portfolio Optimization for an Industrial app, focusing on its benefits and use cases in the stock market and developed strong understanding of market structure.
- Developed an AI-driven **portfolio optimization** feature utilizing supervised machine learning models in **Python**
- Created a **sentiment analysis** chatbot on **Google Dialog flow** to improve customer interaction and Collected Feedback through user interactions to determine market sentiments.

## PROJECTS ([GitHub](#))

### **Ascend: Shadow Ninja ([GitHub](#)) ([Itch.io](#))**

Crafted a thrilling action-platformer using **Unreal Engine (GASP)** Project, **Combat Fury Framework** and **Animation blend space** for fast-paced combat and parkour. Also **Integrated Directional Dodge** to **GASP**. Used **AI Perception** and **Behavior Trees** to design powerful bosses. Developed using **C++**, **Blueprints**, **Unreal Engine 5**, and **Blender**.

### **Doofus ([GitHub](#)) ([Itch.io](#))**

Created a platform game, Using **C# Scripting** on **Unity**, Simple Player movement for younger audience. **Randomized** yet location defined Script for **Spawning Game Objects**. Implemented **Score Incrementation**, Scripted **Blend-in** and **Blend-out Animations** for **Game-Objects**. Created a Menu-Level, Game-Level and End-Level. Developed using **C#**, **Unity**, **Sprites**, **Audacity**.

### **Linear World Hack-and-Slash Game (Development)**

Developed a narrative-driven hack-and-slash game with multiple **weapon stances**, **inventory and healing systems**, and a **teleportation system**. Utilized **Blueprints** and **C++** to create dynamic combat, **Behavior Trees** and **state machines** for enemy AI, and **Metahuman technology** for lifelike NPCs. Integrated **animation blend spaces** for smooth combat transitions and precise animations across weapons.

Developed using **C++**, **Blueprints**, **Unreal Engine 5**, **Unreal Engine Audio Mixer**, **Metahumans**, **Marvelous Designer**

## CERTIFICATIONS

### **Introduction to Game Design - COURSERA**

Unreal Engine 5: Souls like Melee Combat System - **UDEMY**  
The Ultimate Guide to Game Development with Unity - **UDEMY**

## ADDITIONAL

**Skills Set:** Proficient in Python, Unreal Engine 5, Unity, Game Development, Game Designing, Game Testing Blender, Graphic Designing, Animation, Character Rigging, Maya, Level Designing, Version Control, Problem Solving, Git, User Interface Designing, risk management skills, Decision-Maker, quantitative analysis skills.