DAMARLA VENKATA SIVA SAI NEELESH

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EDUCATION

B.Tech in Computer Science and Engineering with Specialization in Gaming Technology
SRM Institute of Science and Technology, Ramapuram | **CGPA: 8.80** | 2025

Intermediate | BIIT Junior College, Andhra Pradesh | CGPA: 8.5 | 2020

INTERNSHIP

Java Development Intern | **1Stop.ai** (Remote) | **Apr 2024 – Sep 2024**

• Completed hands-on training in Java, JDBC, Servlets, and Spring

• Built calculator, Java web app, and employee management system as learning projects

SKILLS

Programming Languages: Python, Java, HTML, CSS

Tools and Frameworks: Unreal Engine 5, Pygame, Java Swing, JDBC

Personal Strengths: Self-Learning, Problem-Solving, Adaptability to New Technologies

PROJECTS

Lost in Castle | 3D Action-Adventure Game | Unreal Engine 5 |

Jan 2025 – May 2025

- Developed 3D action-adventure game prototype featuring tank controls and intelligent enemy AI using behavior trees
- Implemented dynamic camera switching and core gameplay mechanics using Blueprints visual scripting
- Created comprehensive level design with block-out methodology and optimized game performance

Motion Capture Tool | Computer Vision Application | Python, MediaPipe, OpenCV |

github.com/LoneWolf014/MinorProject

Aug 2024 – Nov 2024

- Built real-time pose, hand, and face landmark detection tool with custom GUI using Pygame
- Integrated MediaPipe for pose estimation with support for webcam and DroidCam input sources
- Implemented video recording with synchronized landmark data export to JSON format with precise timestamps

Raycasting Engine | 2.5D Graphics Engine | Python, Pygame |

github.com/LoneWolf014/3D-Projection

Feb 2024 – Mar 2024

- Engineered raycasting-based 2.5D rendering system with first-person perspective and real-time visualization
- Implemented advanced algorithms including wall projection, field-of-view calculations, and fish-eye correction
- Developed collision detection system, smooth movement controls, and optimized rendering for 30+ FPS performance
- Created modular architecture with configurable map system and dynamic lighting effects