Devaraj Godi
Unreal engine Generalist

Experienced professional with 3 years in game design and interactive environments. Proficient in Unreal Engine , Maya, Substance Painter, and Photoshop. Expertise in lighting scenes, creating complex blueprints, optimizing VR experiences, and troubleshooting performance issues. Demonstrated ability in developing immersive and high-performance game environments.

Contact

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Portfolio

Education

2018
Mechanical Engineering
SKSVMACET Laxmeshwar

Expertise

- 3DModeling
- Texturing
- Material Creation
- Lighting
- Animation
- Optimization Techniques
- Level Design

Certifications

Extended Reality - VR AR
Hero Vired
August 2024

Experience

2022 - Present
Xitadel Technologies
Unreal engine Generalist

- Designed and optimized interactive environments, assets, and lighting
- Developed immersive experiences and managed performance, ensuring high-quality real-time rendering
- Expert in integrating systems and creating dynamic content for games and simulations.

2019 - 2021
Xitadel Technologies
3D Generalist

- Developed and optimized a wide range of 3D assets, including models, textures, and animations, for games and films
- Utilized various software tools to ensure visual consistency and quality across projects.

Strengths

Unreal Engine : Expertise in lighting, level design, animation, and optimization. Proficient in creating and refining interactive and immersive environments.
3D Modeling and Texturing : Advanced skills in Maya and Substance Painter for creating detailed and realistic models and textures.
Game Design : Skilled in developing immersive VR experiences and designing interactive elements for engaging gameplay.
Animation : Experienced in character animation, ensuring fluid and realistic movement within virtual environments.
Performance Optimization : Strong abilities in optimizing assets and environments for smooth performance and efficient resource management.

Projects

Solar Farm Simulation -45 Days

Handled lighting design and developed interactive elements to enhance the environment, ensuring a visually engaging and immersive experience. Focused on optimizing lighting performance and creating dynamic interactions for user engagement.

Driver Occupant Monitoring System-120 Days

Worked on level design and optimization, improving the efficiency and performance of the environment. Focused on streamlining assets and layouts to ensure seamless gameplay and resource management.

VR-Library Simulation-30 Days

Worked on designing and optimizing a VR library environment, focusing on interactive mechanics . Optimized the project for Oculus devices, ensuring efficient performance and smooth user interaction.