# S.VENKANNA BABU

## GAME PROGRAMMER

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Github : https://github.com/Dynamicgamervenki

## Profile Summary

Recent Computer Science graduate and game programmer with hands-on experience in Unity and Unreal Engine. Published an independent Android game, showcasing strong skills in gameplay programming, problem-solving, and end-to-end development.

## Relevant Skill

- Unreal Engine
- Unity
- Blueprints
- OpenGl
- C++
- C#
- Source Control
- HLSL

## Education

**BackStage Pass Institute Of Gaming**                    *2021-2025*

Computer Science in Game Development

GPA : 8.5/10

## Work Experience

**Indie Game Development - Unreal Engine**                    *Aug 2025 - Present*

- Game : **Final Turn**  Platform : Android , Status : **In Closed Testing On Playstore**
- Developed Final Turn, an Android game built in Unreal Engine 5.4, using a mix of C++ and Blueprints. Handled core gameplay programming, UI implementation, and end-to-end development

**GoLive Games - Unity Developer**                    *FEB 2025 - July 2025*

- Game : **Indian Vacation Tycoon**  Platform : Andorid , Status : **Published**
- Worked on Indian Vacation Tycoon in Unity 3D, contributing to core programming, bug fixes, and implementing online features such as friends integration and ad monetization.

**Level2Games - Unity Intern Developer**                    *JAN 2024 - JUNE 2024*

- Contributed to programming tasks, feature implementation, and debugging to support game development projects

## Side Projects  (Available on GitHub)

- Match3  [Unity]
- Climbing System   [Unreal Engine]
- GAS  [Unreal Engine]
- Parkour 3d [Unity]
- Spider Control Rig   [Unreal Engine]

## Interest

- Game Development
- InGame Cinematics