

# PAVAN K RAO

GAME DEVELOPER

## PERSONAL PROFILE

I am a passionate game programmer with 5 years of experience in developing games for mobile and PC in Unity. I am currently looking for opportunities to create impressive games and learn from some of the industry's seasoned veterans. Some of my favorite games are from the Castelvania, Darksouls, and DevilMayCry series.

## TECHNOLOGY SKILLS

Unity ■■■■■■■■■■  
C# ■■■■■■■■■■  
C++ ■■■■■■■■■■  
Open GL ■■■■■■■■■■

## CONTACT INFORMATION

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**Address:** BTM Layout, Bengaluru, Karnataka  
560076, India

**Portfolio:** <https://pavankrao-qjp.github.io/portfolio/>

## EMPLOYMENT HISTORY

### Associate Game Developer

JumpStart Games | Bangalore (JAN 2018 - DEC 2019)

- Worked closely with art and design teams to develop features for Neopets: Legends and Letter.
- Worked on bug fixes and maintenance of various projects such as World Of Jumpstart, Math Blaster HyperBlast 2 HD, and Neopets : Ghoul Catchers.

### Game Developer

Moonfrog Labs. | Bangalore (JAN 2020 - Nov 2022)

- Ported the Ludo Club game from cocos2dx to Unity3D.
- Took part in live ops support and bug fixes for Ludo Club.
- Implemented several features such as achievements and collectibles on both the server(nodeJS) and the client-side(C#).
- Deployed and monitored server release on the production environment.
- Worked on adding functionality to admin tools and developer tools.

## EDUCATION

### Bharathiar University

B.Sc(Hons) in Game Development | 2014 - 2017

### Mahesh PUC

Intermediate (+2) 2012 - 2014

## PERSONAL PROJECTS

### Lan Wars: An online top-down multiplayer shooter (Unity)

- Implemented a peer-to-peer / server-client-based online multiplayer in Unity/C# using Unity Networking for PC.
- Handled adding animation and syncing it with character movements and actions.

### Hide in Hide : Single-tap-based rhythm game for Android.

- Developed the core mechanics of syncing enemy actions with the BPM of background music in Unity.

### C++ Render Engine : C++ render engine using OpenGL

- Developed a component based render engine in C++ and OpenGL, supports loading of 3d models, blin-phong lighting, deferred rendering and GUI.