RITESH CHANDRA

Unity Developer

DETAILS

ADDRESS
Hyderabad

EMAIL
riteshchandra3.rc@gmail.com

LINKS

LinkedIn

Github

Personal website

SKILLS

Team lead

C#

Unity

Game mechanics

Agile development

Shader programming

Communication

LANGUAGES

English

Hindi

Telugu

PROFILE

Enthusiastic and skilled game developer with a strong foundation in Unity and experience in Unreal Engine. Proven track record of creating engaging gameplay experiences and a passion for pushing the boundaries of interactive entertainment. Eager to contribute creative expertise to a dynamic game development team.

EMPLOYMENT HISTORY

Senior Unity Developer, Palette69   Hyderabad
Dec 2023 — Present

- Led and managed diverse Unity projects across multiple platforms, including mobile, PC, and VR, ensuring the timely delivery of high-quality products.
- Led a VR project simulating a professional kitchen environment, focused on educating users about safety measures and precautions. Oversaw all programming tasks and integrated a custom ChatGPT-powered chatbot for enhanced user interaction.
- Spearheaded the development of an AR tourism map for Telangana, India, as the sole developer, featuring static 3D model of iconic building structures at specific geographic locations, enhancing user engagement and educational value.
- Integrated authentication systems and databases for various client projects, ensuring secure and reliable user management and data storage solutions.

Unity Game Developer, BigCode Games   Hyderabad
Jan 2021 — Sep 2021

- Proficiently programmed a diverse range of games, including hyper-casual and free-to-play (F2P) titles and contributed to the successful launch of 9-12 mobile gaming titles
- Collaborated closely with cross-functional teams of designers, audio engineers, and artists to ensure seamless and immersive gameplay experiences.
- Developed a deep understanding of event systems, enhancing game logic and interactivity while effectively applying Object-Oriented Programming (OOP) principles.
- Gained valuable experience in shader and particle systems, contributing to visually captivating game elements that significantly enhanced user engagement.
- Successfully brought creative game concepts to life, fostering innovation and problem-solving skills within a team-oriented environment.
- Mastered the integration of MySQL and Node.js, incorporating these technologies to create robust gaming systems while implementing effective database saving mechanisms.

Simulation Developer, Software Development Division

Hyderabad

Jun 2020 — Nov 2020

- Collaborated on the development of PC-based simulations replicating military equipment and aircraft, contributing to enhanced military training programs.
- Created immersive training experiences for Google Cardboard VR, leveraging cutting-edge technology to develop effective educational tools.
- Worked with a specialized team to meet stringent military standards, demonstrating a strong commitment to precision and attention to detail.

EDUCATION

MSc in Game programming, Kingston University

London

Jan 2022 — Jul 2023

- Graduated with First Class degree.
- Created a mobile learning app for midwifery students featuring multiple trivia-type games, with an online database for both students and teachers, demonstrating strong skills in educational app development.
- Developed a VR space-themed narrative game with multiple levels, voiceovers, and unique missions, showcasing expertise in VR game design and storytelling.
- Gained practical knowledge in Data Science, working with the Breast Cancer dataset, and implemented classification and clustering methods using SciKit-Learn.

BFA in animation and gaming, Digiquest Academy

Hyderabad

Aug 2017 — Sep 2021

- Graduated with a distinction.
- **Art and Animation**: Proficient in 2D art and digital painting using Adobe Photoshop, with a solid understanding of 3D modeling and animation using Autodesk Maya. Demonstrated ability to create visually engaging assets, intricate prop modeling, and detailed environmental/level design. Skilled in texture mapping with Substance Painter, enhancing the quality and realism of 3D assets.
- **Game Development**: Accomplished in audio design, creating immersive soundscapes and effects that enhance game narratives. Proficient in programming languages including C# and C++, and adept at utilizing the Unity Engine to integrate and leverage these skills. Expertise in developing complex gameplay mechanics and creating compelling game experiences that seamlessly blend art, audio design, and programmatic elements.