

RAGHAVENDRA RAM MEESALA

Game Developer

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SUMMARY

Enthusiastic Game Developer with a strong background in game design and development. Skilled in Unreal Engine, terrain creation, and game systems. Certified in Unity programming and AWS development. Eager to contribute to the high-impact mission of creating immersive and engaging gaming experiences. Passionate about creating a immersive gaming experiences

EDUCATION

Bachelor of Computer Science Engineering
KL University

Vijayawada, India
06/2020 - Present

GAMES

RACING GAME

Made with Unity

low poly game with ai as opponents and multiple modes, multiple racetracks for more playability. Multiple difficulty levels for more challenging games. the game is developed in unity 3d software and the

ZOMBIE SHOOTER

Made With Unreal

a realistic looking game with interesting terrain and multiple levels with included AI bots for opponents and various difficulty levels for interactive play, the game was made in unreal engine with the help of the visual coding in the software

LANGUAGES

Hindi

English

Telugu

SKILLS

Unity, Unreal, C#, Prototyping, UI/UX Design, Brain Stroming, Story Board

VOLUNTEERING

UX designer

GOOGLE Developer student club

09/2022 - 05/2023

Worked for 1 year by assisting to the club with my creative UI and UX experience. Developed strong communication skills as a part of the club

CERTIFICAIONS

Unity Certified User: Programmer
UNITY TECHNOLOGIES

AWS Certified Developer – Associate
Amazon Web Services Training and Certification

PUBLICATIONS

IMPLEMENTING GAME THEORY ON TIC-TAC-TOE GAME

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