

BHANU TEJA RATHOD

Game Developer | AR/VR developer

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📍 : Telangana, India

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🔗 : My Portfolio

SUMMARY

- Driven student pursuing a M.C.A at Lovely Professional university, Punjab.
- Strong knowledge in coding gameplay mechanics, skilled in augmented reality, and proficient in quickly learning and mastering new technologies.
- Eager to Secure Entry-Level Game Developer Position and Ready to collaborate with a team to achieve company goals.

EDUCATION

- MASTER OF COMPUTER APPLICATION (MCA)
LOVELY PROFESONAL UNIVERSITY
2022 – Present JALANDHAR, PUNJAB
- BACHELOR OF SCIENCE
A.P. Residential Degree College
2019 - 2022 Guntur, Andhra Pradesh
- SENIOR SECONDARY (XII), SCIENCE(MPC)
SR JUNIOR COLLEGE
2017 – 2019 Hyderabad, Telangana
- SECONDARY(X)
SPR School of Excellence
2016 – 2017 Hyderabad, Telangana

WOEK EXPERIENCE

Unity Developer July 2023-December 2023
HarSar Innovations Hyderabad, Telangana

Responsibilities:

- Developed simulation game modules leveraging Unity's scripting language to create immersive gaming experiences.
- Implemented cutting-edge technology in Unity to craft visually appealing AR/VR experiences.
- Identified and resolved bugs and performance issues within AR/VR applications, enhancing overall user experience.
- Participated in routine code reviews to uphold code quality and adherence to best practices.

CERTIFICATION

- Gain an online certification in AR/VR app development from TechXR Innovations. The course includes two handson projects where you will learn about the physics used in gaming and how 3D games work. Explored interfaces including Unity Engine, Vuforia, and Google AR Core to cultivate proficiency in AR/VR application development.

FIELD OF INTEREST

- Game Development
- AR/VR
- Photo & Video Editing

TECHNICAL SKILLS

- **Programming Languages:** C, C++, C#
- **Software:** Unity, Visual Studio
- **Tools And Tech:** Vuforia, Google AR Core
- **Sealable Languages:** English, Telugu, Hindi

PROJECTS

- | | |
|------------------------|---|
| Name | : Fun Time Cars |
| Role | : designer and developer |
| Technology used | : Unity Engine , Vuforia, Sketchfab |
| Description | : A two player computer game where players can race in a same system. |
| Game Link | : Fun-Times-Cars the Game |
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- | | |
|------------------------|--|
| Name | : Cross The Road |
| Role | : Designer and developer |
| Technology used | : Unity Engine , Vuforia, Sketchfab |
| Description | : Developed an Android game where players navigate through traffic to safely cross the road. |
| Link | : youtube.com/shorts/ feature=share |

PROJECT DESCRIPTION

- Project 1: Fun Time Cars

- An exhilarating racing game designed for two players on the same PC.
- Choose from a variety of cars and navigate through diverse race tracks for an exciting multiplayer experience.
- Get ready for fast-paced fun and intense competition!

- Project 2: Cross the Road

- Introducing 'Cross the Road' – a hyper-casual Android game crafted to navigate through bustling streets, dodge traffic, and earn points for safely crossing roads.
- With three lives at your disposal, test your reflexes in this thrilling and addictive mobile adventure!

ADDITIONAL PROJECTS ON VR

- | | |
|------------------------|------|
| ROBO WAR FPS : | View |
| MUSIUM TOUR : | View |
| HOME TOUR: | View |
| VR INTERNAL DESIGNING: | View |
| GET ENGINE : | View |

ADDITIONAL PROJECTS ON AR

- | | |
|--------------------|------|
| ROCKET LAUNCH : | View |
| AR Ganesh Mandir : | View |
| AR Gun Store: | View |
| AR BIKE EXPO : | View |