

# SAI PRASHANTH S P

+91 9025758221 ◇ Bengaluru, KA

[saiprashanth23@gmail.com](mailto:saiprashanth23@gmail.com) ◇ [Github](#) ◇ [Portfolio](#) ◇ [LinkedIn](#)

## OBJECTIVE

---

Aspiring Game Producer with a strong foundation in technical design and operational management. Combines hands on Unity development experience with a proven track record of optimizing workflows and managing compliance in high stakes environments. Passionate about acting as the functional glue of a team to advocate for player centric features while ensuring strict adherence to project schedules and dependencies.

## EDUCATION

---

**Bachelor of Science - Gaming**, Jain University, Bengaluru 2022 - 2025

**Grade 12 (CBSE) - Science Stream (PCMC)**, Amrita Vidyalayam, Coimbatore 2020 - 2022

## SKILLS

---

<b>Core Competencies</b>	Agile & Scrum, Resource Allocation, Risk Management, Stakeholder Facilitation, Player Advocacy, Cross-Functional Leadership, Critical Problem Solving.
<b>Programming Languages:</b>	C++, C#, GLSL, Lua, Python
<b>Game Engines</b>	Unity3D, Unreal Engine
<b>Software &amp; Tools</b>	JIRA, Microsoft Office Suite, Git, ComfyUI, RenderDoc
<b>3D Pipeline</b>	Maya, 3DS Max, SpeedTree, World Machine, Substance Suite
<b>Graphics &amp; Media</b>	Photoshop, Illustrator, Premiere Pro

## RELEVANT EXPERIENCE

---

**Game Developer** Apr 2023 - Dec 2023  
Dnnovate Technologies *Remote*

- Collaborated with artists and designers to optimize level design and streamline the asset integration process.
- Managed version control via Git and optimized asset pipelines, successfully improving build stability and performance.
- Integrated monetization SDKs into the game loop, ensuring seamless ad delivery without disrupting player experience.

## ADDITIONAL EXPERIENCE

---

**Operations Associate** 2022 - Present  
Capital Dynamics *Coimbatore, TN*

- Streamlined daily reporting workflows and client onboarding processes, reducing administrative turnaround time.
- Maintained strict data integrity and compliance protocols for client portfolios, identifying and resolving critical discrepancies to prevent regulatory issues.
- Represented the firm at exclusive AMC industry meets and head office briefings, strengthening partnerships with key financial stakeholders

**Business Strategy Associate** 2022 - Present  
Glowflo Sports *Coimbatore, TN*

- Negotiated strategic partnerships with underutilized external venues to expand capacity during peak hours, effectively distributing player load.
- Organized competitive tournaments and community events, securing regulatory approvals and significantly increasing brand visibility.

- Recruited and onboarded professional coaches to launch a training academy, establishing a new recurring revenue stream.

## PROJECTS

---

**Custom Render Engine (Ongoing).** Developing a low-level rendering engine using the Vulkan API to master memory management, synchronization, and hardware-accelerated graphics pipelines.

**Automated LOD Pipeline Tool.** Engineered a 3ds Max automation tool that auto-generates Levels of Detail (LODs) and integrates assets seamlessly into UE5, significantly reducing manual import time for artists.

**Decipher.** Served as the Technical Artist and Level Designer, implementing scene optimizations and culling strategies to maintain stable framerates without sacrificing visual fidelity or gameplay depth.

**Astron.** Prototyped a physics-based shooter using simple geometric primitives, implementing vector-based movement and collision detection systems from scratch.

## CERTIFICATIONS

---

- Google Project Management Professional Certification
- Agile with Atlassian Jira
- Unity Certified Game Developer Certification (Candidate, Est. Feb 2026)
- Electronic Arts - Product Management Job Simulation
- Michigan State University - Game Design and Development Specialization
- Epic Games - Game Design Professional Certificate

## ACHIEVEMENTS & HONOR

---

- **University Gold Medalist:** Awarded for securing the highest academic rank in the Department of Animation and VR at Jain University.
- **Google Play x Unity Game Developer Scholar:** Chosen from a competitive pool of thousands to receive mentorship and exclusive guidance.
- **Research Author:** Presented original research at the International Conference (ICRDSTEM)..
- **Finance Awards:** Earned performance accolades from AMCs such as HDFC,ICICI,Kotak for excellence in portfolio management.
- **Sports Achievements:** National Level Champion in Karate and State Level Player in Badminton.

## EXTRA-CURRICULAR ACTIVITIES

---

- **Open Source Contributions:** Contributed to G-Helper(Asus Utility Tool) and Kindle(Amazon) modding communities to optimize hardware performance and enhance user experience.
- **Technical Head, University Gaming Club:** Oversaw technical infrastructure and logistics for large-scale campus events, managing resources and ensuring zero downtime during tournaments.
- **Industry Community Member:** Active participant in IGDC & GAFX forums, engaging with professionals to stay updated on evolving production pipelines and workflows.
- **Community Welfare:** Facilitated academic support for underprivileged students through Mentorship.Led a public initiative to secure critical road infrastructure, mobilizing ward signatures to bypass bureaucratic hurdles and negotiate directly with the State Authorities.