SIVA ORUGANTI

+91 6305255642 | sivaoruganti6067@gmail.com | Portfolio | LinkedIn | GitHub

PROFILE SUMMARY

Final-year Computer Science & Engineering student at KL University, specializing in **Game Development** and **UI/UX Design**. Strong hands-on experience in **Unity**, **C#**, **gameplay programming**, and **interactive system design**. Passionate about building optimized, scalable, and engaging game systems with clean object-oriented architecture. Actively seeking an entry-level Unity Developer role where I can contribute, learn, and grow in a production-driven environment.

TECHNICAL SKILLS

- **Game Development:** Unity (2D & 3D), Gameplay Systems, Physics & Raycasts.
- **Programming**: C#, Game Mathematics, OOPS, Data Structures & Algorithms.
- **UI/UX Design**: UI Design, Prototyping, User Flows, Responsive Layouts.
- **Tools:** Unity Editor, Figma, Visual Studio, GitHub, Canva, Blender (Basic).

PROJECTS

- **Unity Game Development Projects**

  1) **Sensor-Based Vehicle Controller** – **Unity (C#)** Implemented a sensor-driven vehicle controller using raycasts for obstacle detection and dynamic steering. Designed speed control, steering algorithms, and physics-based movement logic using vector math and state-based behavior handling. Project is fully functional and ready for live demonstration.

  2) **Snake Game** – **Unity (C#)** Developed a classic 2D Snake game featuring grid-based movement, dynamic speed control, score tracking, and game-over logic. Implemented modular gameplay logic, collision handling, UI integration, and optimized update loops using object-oriented design principles.

- **Figma UI/UX Design Prototypes**

  1) **Prime Bank - Banking App Prototype (Figma)**
  Designed a modern, secure banking interface with a focus on minimal navigation, clear account overviews, and seamless transaction flows. Includes intuitive UI for login, fund transfers, and account management.

  2) **Aikhyata - Health App Prototype (Figma)**
  Developed a clean and accessible health monitoring app that helps users track medical records, prescriptions, and wellness goals. Prioritized simplicity for all age groups and integrated health tips and reminders.

  (All projects are viewable in my Portfolio)

CERTIFICATIONS

- Unity Certified User: Programmer
- Salesforce Certified AI Associate

EDUCATION

B.Tech – Computer Science & Engineering
KL University, Vijayawada
Specialization: **Game Development & UI/UX Design**
Expected Graduation: 2026

LEADERSHIP & CAMPUS INVOLVEMENT

Teaching Assistant – KL University

- Mentored undergraduate students on Unity and Figma–based projects, helping them understand core concepts of game mechanics, UI layouts, and interaction design
- Supported peers in debugging basic logic, improving UI clarity, and structuring project workflows
- Strengthened communication skills by explaining technical concepts in a clear and structured manner

Student Volunteer – KL SAC (Student Activity Center)

- Actively participated in university-organized technical and cultural events including Samyak and Surabhi
- Collaborated with cross-functional student teams for event planning, coordination, and execution
- Contributed to community-focused initiatives such as the Smart Village Revolution, building teamwork and organizational skills
- Engaged in awareness campaigns including anti-ragging initiatives, demonstrating responsibility and leadership