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**. **"Unity Certified User: Programmer"** with strong hands-on experience **building gameplay systems and physics-based mechanics in Unity (2D & 3D)**. Actively seeking an entry-level Unity / Game Developer role.

TECHNICAL SKILLS

- **Game Development:** Unity (2D & 3D), Gameplay Programming, Physics, Raycasting.
- **Programming**: C#, HTML, CSS
- **Core Concepts:** OOP, Game Mathematics, DSA (Basics)
- **UI/UX Design**: Figma, Wireframing, Prototyping, User Flows.
- **Tools:** Unity Editor, Figma, Visual Studio, GitHub, Canva, Blender (Basic).

PROJECTS

1) **Sensor-Based Vehicle Controller** – **Unity (C#)**

- Built a physics-based autonomous vehicle using raycast sensors for obstacle detection
- Implemented dynamic steering and speed control using WheelColliders
- Designed clean, modular C# architecture for real-time decision-making

🔗 *GitHub: Sensor-Based-Vehicle-Controller-Unity*

2) **Snake Game** – **Unity (C#)**

- Developed a classic 2D Snake game with grid-based movement
- Implemented dynamic speed scaling, scoring, and collision detection
- Designed clean game loops and modular gameplay logic

🔗 *GitHub: Snake-Game-Unity*

UI / UX PROJECTS

- **Prime Bank** – Banking App (Figma): Clean UI with intuitive user flows
- **Aikhyata** – Health App (Figma): Accessibility-focused health app design

🔗 *Portfolio (All projects live)*

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