

## CURRICULUM VITAE

### **Aalthi Surya Chandra**

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### **Objective:**

Seeking for a suitable position in a progressive organization that gives me an opportunity to explore myself and contribute to the development of the organization.

### **Work Experience:**

**3 years** experience as a **Unity 3D developer, Game developer, AR and VR developer.**

### **Current Employer:**

Working as a **Unity 3D developer, AR and VR** for **FortunaPix** In Hyderabad from June 2018 to till date.

**Project Description:** The project is related to Educational Background and is Useful to the students up to K12 standard. The goal behind these applications is to help schools to improve the knowledge and result of students. These Equations provides the Interactive and 3D animated content of each and every topic to the users like, Video, Simulation and Calculation etc. By using these interactive students can learn easily how to calculate and how to expand the formula.

**Interactive** : Some of my interactive are listed below.

1. Human Respiratory System,
2. Compound Microscope
3. Astronomical Telescope,
4. Human Eye

### **Previous Employers:**

**Richflair Studios : Total Experience 1.5years from May 2016 to Oct 2017.**

As a Unity3d developer for 3d and 2d games.

## **Projects :**

### **Apple shooter 2017 2d:**

<https://play.google.com/store/apps/details?id=com.richflairstudios.appleshooter2017>

Team : 1 developer and 1 2d artist

Role : Developer

Created a Shooting Mechanism to Player

### **Real Lava Challenge 2d:**

<https://play.google.com/store/apps/details?id=com.richflair.lavachallenge>

Team : 1 developer and 1 2d artist

Role : Developer

Created a Jump Mechanism to Player and UI part

### **Parking Lot 2017 3D :**

<https://play.google.com/store/apps/details?id=com.richflair.parkinglot>

Team : 2 developer and 1 3d artist

Role : Developer

### **Taxi Sim 2017 3D:**

<https://play.google.com/store/apps/details?id=com.richflairstudios.taxisim2017>

Team : 2 developer's and 1 3d artist

Role : Developer

UI part and with the help of Sr.Developer worked on basic AI and Car Controllers

### **Super Lion Simulator 3D:**

<https://play.google.com/store/apps/details?id=com.richflair.superlionsimulator>

Team : 1 developer's and 1 3d artist

Role : Developer

Created a Player Movement and attacking.

## **Kravis Technologies Private Limited : From Oct 2017 to May 2018.**

As a Unity developer for AR and VR projects.

## **Projects :**

### **Kavuri Villa : VR Project worked on Oculus rift.**

Client : Kavuri Hills Developers Private Limited.

Role : Developer

Giving Interaction and Walkthrough to the User with VR experience.

### **Turbine Engine: Ar Project**

Client : Inhouse Project.

Role : Developer

Scan the Marker and Exploring the parts of the Engine and description.

## **Hot Air Balloon: Vr Project worked on Oculus rift and HCT Vive.**

Role : Developer

Giving the user to control the Balloon movement to move around the area.

### **Technical Skills:**

Technology	:Unity 3d GameEngine,
Software	:Play Canvas( Beginner level), Adobe PhotoShop,Maya
Target Platforms	:PC, Mac ,android, Online
Languages	:JavaScript, C# .net
Operating System	:Windows, Mac
Packages	:Microsoft Office, Open office

### **Academic Profile:**

- **B.Com** (Computer's) in Gouthami Degree college.
- **Intermediate**(CEC)Royal Inter college.
- **Lower Grades** Right High School.

### **Personal Details:**

Father's Name	:	Aalthi Pratap
Date of Birth	:	22 feb 1993
Sex	:	Male
Marital Status	:	UnMarried
Languages known	:	English, Telugu, Hindi
Hobbies	:	Playing Video Games, Watching Movies

### **Declaration:**

I am also confident of my ability to work in a team or individual. I hereby declare that information furnished above is true to the best of my knowledge.

***(Surya Chandra Aalthi)***