Shiva sankar aravind balakumar

• Home: 14/6, srinivasa street, West K.K.Nagar, 600078, Chennai, India

Gender: Male **Date of birth:** 1 Aug 1994 **Nationality:** Indian

WORK EXPERIENCE

[1 Oct 2022 – 30 Apr 2024] **Games programmer**

PixcellPlay https://www.pixcellplay.com/

City: chennai | Country: India

Responsibilities:

- Develop and maintain a codebase for each individual project.
- Create features as a plug-and-play framework to be used across different projects.

Activities:

- Developed Hacked and Word mastermind of Puzzle genre and worked on feature development in route 66.
- Developed and deployed cloud functions in firebase to support push notifications.
- Created events framework that allows the game to create seasonal, timed, and permanent events from time to time that increased player retention by 20%.
- Mentored juniors on optimization and SOLID principles for game development.
- Created PVP Framework(pseudo PVP) and Tournament Frame to be used across game

[22 Jun 2022 – 12 Sep 2022]

Game Programmer

Nokout https://www.nokoutgames.com/index.html

City: Chennai | Country: India

Responsibilities:

- Develop and maintain a codebase for each individual project.
- Create features as a plug-and-play framework to be used across different projects.

Activities:

- Developed Hacked, worked on feature development in Route 66.
- Developed and deployed cloud functions in firebase to support push notifications.
- Created dictionary based system for word games

[1 Sep 2021 – 13 Jun 2022] **Unity Developer**

Inspirit VR https://www.inspiritvr.com/

City: Remote | Country: United States

Responsibilities:

- Develop game scenes to stimulate STEM concepts in a younger audience.
- Sync with the creative team and subject matter experts to create experiences that align with the STEM concept.
- Maintain codebase and adhere to the company standards

Activities:

- Developed Educational Simulations for STEM concepts such as Law of definite proportions, concentration of solution
- Solved a memory leak issue in the WebGL app reducing memory footprint by 12%

[1 Jun 2021 – 31 Aug 2021]

Games programmer

Foretell

City: Chennai | Country: India

Responsibilities:

- Setup company coding standards
- · Mentor juniors on coding games and SOLID principles

Activities:

- Created generic RNG framework for trading card game.
- Designed core mechanics along with programming them

[27 Aug 2018 – 28 May 2021]

Junior Programmer

Hard n Soft Technologies Pvt. Ltd https://hnsonline.com/

City: Chennai | Country: India

Responsibilities:

- Development of AR/VR application as per requirement
- Create a proof-of concept project.
- Maintain codebase and adhere to the company standards

Activities:

- Developed AR application that solves furniture and garden decoration problems by leveraging Unity and AR Kit
- Developed an automobile-based AR application that allows people to visualize car features and customize them.
- Worked closely with team at Ford APAC and Audi for delivering the AR experience
- Awarded as the best performer of the guarter of 2019

[1 Aug 2016 – 30 Jun 2017] **Web developer**

ViralBae

City: Chennai | Country: India

Activities and Responsibilities:

- Develop a website using WordPress and php for standalone website.
- Created and maintained SEO for the client page.
- Standalone website using HTML CSS and Java Script

EDUCATION AND TRAIN-ING

[1 Sep 2012 – 30 Apr 2016] Bachelors Of Engineering Computer Science

St joseph's Institute of technology https://www.stjosephstechnology.ac.in/

City: Chennai | Country: India |

[1 Sep 2017 – 1 Sep 2018] **Post Graduate Diploma in Game Development**

https://www.icat.ac.in/ ICAT Design and Media college

City: Chennai | Country: India |

LANGUAGE SKILLS

Mother tongue(s): Tamil

Other language(s):

English

LISTENING B2 READING B2 WRITING B2

SPOKEN PRODUCTION B2 SPOKEN INTERACTION B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

My Digital Skills

Microsoft Excel | C# | HTML | Microsoft Word | CSS | JavaScript | Unity | Github | **Firebase**