

Gogineni Venkata Ateet

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Professional Experience

Associate Game Developer

PurpleTalk, Hyderabad | [11/2023] – Present

- Designed and developed engaging 2D games using Unity, incorporating animations, sound effects, and interactive gameplay mechanics.
- Led build size optimization efforts, reducing game build size by up to 30% through advanced asset management and compression techniques.
- Implemented interactive features such as leaderboards, achievements, and in-app purchases, enhancing player retention and engagement.
- Worked closely with the design team to ensure seamless integration of visual and gameplay elements.
- Used performance profiling tools to identify bottlenecks and optimize memory usage for stable performance on low-end devices.

Trainee Game Developer

PurpleTalk, Hyderabad | [07/2022] – [11/2023]

- Contributed to the development of 2D games using Unity, focusing on gameplay logic, animations, and UI/UX elements.
- Collaborated in an Agile development environment to meet project deadlines and deliver polished game features.
- Assisted in debugging and resolving performance issues, ensuring smooth gameplay across devices.
- Created reusable code modules and tools to improve development efficiency for future projects.

Intern

PurpleTalk, Hyderabad | [01/2022] – [06/2022]

- Gained hands-on experience with Unity and game development fundamentals by supporting the team in asset management and prototyping game features.
 - Assisted in testing and optimizing game performance during the development cycle.
 - Documented workflows and processes to streamline the team's development practice
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Education

Bachelor of Technology in Computer Science

Malla Reddy College of Engineering and Technology, Hyderabad | 2021

Key Achievements

- **Spark Award Winner:** Recognized for outstanding contributions to a key project, with high ownership and team collaboration.
 - Reduced app and game build sizes by **30-40%**, leading to improved performance and user satisfaction.
 - Delivered high-quality products with **zero critical bugs** in production across multiple projects.
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Technical Skills

- **Programming Languages:** JavaScript, TypeScript, C#
 - **Mobile Development:** React Native, Unity
 - **Game Development:** Unity 2D, C#, Game Physics, Optimization Techniques
 - **Tools & Platforms:** Git, JIRA, Visual Studio Code, Unity Editor, Android Studio, Xcode
 - **Optimization Expertise:** Build size reduction, performance profiling, memory management
 - **Other Skills:** Agile Methodologies, Cross-Platform App Development, Debugging and Testing
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Projects

- **Clash:** Designed a React Native app enabling seamless multiple games with real-time updates and payment gateway integration.
- **Rummy:** Developed an interactive Unity-based game with engaging mechanics and optimized rendering for mobile platforms.
- **GamePe:** Designed a React Native and Unity based app with real time host interaction focused on creating reusable libraries for build size and performance optimization in both Unity and React Native.
- **Slot Stream:** Dynamic and engaging application designed to combine the excitement of slot games with live streaming and social interaction. Developed in react-native and unity to optimize the performance.

Soft Skills

- Problem-Solving and Analytical Thinking
- Strong Communication and Collaboration Skills
- Adaptability to Emerging Technologies
- Strong problem-solving and analytical skills
- Excellent teamwork and communication abilities
- Ability to learn and adapt to new technologies quickly

Awards and Achievements

- **Spark Award Winner:** Recognized for outstanding contributions to a key project, with high ownership and team collaboration.

Professional Affiliations

- Member of the International Game Developers Association (IGDA)
- Participant in local game development meetups and hackathons
- Contributor to online game development forums and community