

BHUVANESHWARAN M

Game Developer

ABOUT ME

A seasoned Game Developer with over 7+ years of Unity3D and Unreal Editor For Fortnite (UEFN) expertise.

My strengths include advanced game logic, API integration, and comprehensive game publishing. I am committed to continuous improvement and innovation in the rapidly evolving field of game development.

CONTACT



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EDUCATION

B. SC (MATHEMATICS)

T. B. M. L. College, Porayar

2006 – 2009

WORK EXPERIENCE

Unreal Developer, Visceral Technology Pvt., Ltd.

(April 2025 – Present)

- Implemented a new mode where players can play BEST of 5, which increases the Play time by 5 minutes in the GUESS WHO map using Verse and Unreal Editor for Fortnite.
- Developed a system to choose a random character, which increases the Play time by 1 minute and rating by 0.1 in the GUESS WHO map using Verse and Unreal Editor for Fortnite.
- Upgraded the UI and UX of the whole game, which increases the rating by 0.1 in the GUESS WHO map using Verse and Unreal Editor for Fortnite.

Projects Shipped:

- GUESS WHO in Fortnite as Maps

Unity Developer, Hornbillfx Pvt., Ltd.

(February 2018 – April 2025)

- Joined as a Unity Developer and got **promoted** to **Lead Game Developer** in **September 2023**, and led a cross-functional team to oversee all aspects of Game Production, Sprint Management, and Task Scheduling.
- Served as a developer to actively contribute to the implementation of core game logic, animations, visual effects, and backend systems, including authentication, analytics, remote configuration, cloud storage, and real-time databases.
- Led the publishing process across various app stores, ensuring smooth deployment and integration of a range of game genres, including 2D, 3D, WebGL, top-down, card games, and visual novels using techniques like URP and Photon, etc.

Projects Shipped:



Makkalin Mudhalvar (Over 100,000+ downloads)

Android: https://play.google.com/store/apps/details?id=com.thepenindia.namadhu_dravidam&hl=en_IN
iOS: <https://apps.apple.com/in/app/makkalin-mudhalvar/id6504998018>

- Concept & Gameplay:** Players assume the role of the Chief Minister in a fictional state, navigating governance challenges.
- Gameplay Mechanics:** A turn-based strategy where decisions—ranging from development priorities to ethical dilemmas—affect key state metrics determining electoral success
- My contributions** include
 - Designed and iterated the UI/UX to highlight dilemmas with real-time feedback on their impact.
 - Managed event-driven interactions to drive narrative engagement.
 - Delivered a performance-refined Android (~150 MB) and iOS builds



Guess In 10 (Over 50,000+ downloads)

Android: <https://play.google.com/store/apps/details?id=com.skillmatics.guessin10&hl=en>
iOS: <https://apps.apple.com/in/app/guess-in-10-by-skillmatics/id1532193910>

- Concept & Gameplay:** Educational, family-focused trivia game with over 10 unique themes—Animals, Dinosaurs, Countries, Sports, Space, and more—totaling 500+ vibrant, fact-filled game cards
- Gameplay Mechanics:** Players split into teams, ask up to 10 questions, and use Clue Cards and Bonus Questions for a strategic edge—first to 7 cards wins. Encourages critical thinking, communication, and problem-solving in children and family groups
- My contributions** include
 - Built an on-demand content delivery system with Firebase to serve new trivia themes dynamically, reducing APK size and enabling live deck updates..
 - Integrated Google Play Billing & Firebase to implement secure in-app purchases, unlocking premium themes via entitlement checks and cloud-delivered content.
 - Optimized build performance (~94 MB) on Android and iOS



Fairside Stories (Over 100,000+ downloads)

Link: <https://fairside-stories.en.softonic.com/android>

- Concept & Gameplay:** A thoughtfully designed educational app delivering a collection of story-based role-playing games tailored for children aged 9–12, emphasizing social-emotional development through creative, values-focused gameplay
- Gameplay Mechanics:** Players face challenging scenarios where they make tough choices, observe outcomes, and learn virtues, and each story offers multiple endings, encouraging replayability and deep reflection, and is certified by the kidSAFE Seal Program for child safety
- My contributions** include
 - Implemented a tweening-based animation system, enhancing player immersion
 - Architected and integrated Firebase backend systems
 - Optimized build performance (~118 MB) on Android and iOS

SKILL

- Game Logic
- Backend Systems
- API integration
- Game Publishing
- Team Coordination
- Vendor Relations

TECHNICAL SKILLS

- Unity
- UEFN
- C#
- VERSE
- Photon
- Git
- Perforce
- Firebase
- Rest API



Harmony : Heroes of Elephandia

Link: https://play.google.com/store/apps/details?id=com.CincinnatiZoo.Harmony&hl=en_IN

- **Concept & Gameplay:** An educational yet thrilling dungeon-crawler where players defend elephants, battle shadowy enemies, and explore rich, grid-based realms to restore balance to Elephandia.
- **Gameplay Mechanics:** The game features randomly generated levels, real-time combat, narrative storytelling rooted in wildlife conservation, and competitive leaderboards for community engagement.
- **My contributions** include
 - Implemented tweening-driven animation systems for character attacks, environmental transitions, and combat sequences, creating a polished and immersive gameplay feel.
 - Architected event-driven gameplay systems, handling combat triggers, enemy spawns, pickups, and narrative events in a modular, extensible way.
 - Optimized real-time performance for smooth gameplay on Android devices, balancing dynamic content and visual fidelity.



Grameen Guru

Link: https://play.google.com/store/apps/details?id=com.GrameenFoundation.GrameenGuru&hl=en_IN

- **Concept & Gameplay:** GrameenGuru is an augmented reality (AR) educational tool designed to enhance financial literacy among low-income users
- **Gameplay Mechanics:** By scanning printed material like logos or text markers, users unlock a friendly avatar that guides them—via voice and animation—in their local language through financial tools such as AePS and UPI. The app supports both AR and 3D modes, facilitating learning even offline or on devices without AR support, with dynamic content updates from a central backend.
- **My contributions** include
 - Designed and implemented a backend content delivery system, enabling dynamic financial literacy modules to refresh on demand when users connect to the internet.
 - Engineered immersive AR and fallback 3D experiences, overlaying interactive lessons on scanned material and ensuring access across AR-capable and offline scenarios.
 - Developed multilingual avatar-guided instruction systems to explain digital banking tools like AePS and UPI in local dialects.
 - Integrated voice-based query processing and gamified AR training, enhancing agent engagement and enabling analytics-driven content iteration.

Multiplayer Trivia Boxing Game (Unreleased Project)

- **Concept & Gameplay:** A two-player competitive trivia game that blends fast-paced knowledge checks with arcade combat visuals.
- **Gameplay Mechanics:** Players enter a boxing ring, answer curriculum-based questions, and deal damage to their opponent based on accuracy and answering speed. Victory is achieved either by reducing the opponent's health to zero or having the most health after 10 rounds of questions.
- **My contributions** include
 - Architected Firebase backend to serve CBSE syllabus trivia questions (Grades 6-12) and manage real-time PvP game logic.
 - Integrated mobile authentication with OTP (Firebase Phone Auth), enabling secure friend-based matchmaking via mobile numbers.
 - Designed and developed combat-damage mechanics tied to trivia correctness and response speed, merging educational gameplay with boxing-themed action.
 - Built event-driven combat animations and VFX, syncing trivia outcomes with immersive boxing actions.
 - Implemented round-based game flow (10 questions), health management, and win condition logic for head-to-head matches.

PORTFOLIO

 1022bhuvanesh.wixsite.com/portfolio

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