

SATYAKANTH KARRAVULA

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SUMMARY

Proficient in Unity game engine and C programming for developing interactive 2D/3D applications. Skilled in implementing game mechanics, physics simulations, and user interfaces.

EDUCATION

ACE Engineering College

Bachelor's in Computer Science and Engineering

November 2021 – Present

CGPA: 8.2/10

SKILLS

Programming Languages : c++, c#, Python, JavaBasics

Database : Mysql, Sqlite

CERTIFICATIONS

Unity Essential Badge [View](#)

Unity Junior Programmer Badge [View](#)

PROJECTS - 3

1. Sphere Survival [\[Try\]](#)

<https://github.com/derek2381/Sphere-Survival>

- Implemented core game mechanics in C#:
 - Player movement
 - Collision detection
 - Wave generation
 - Designed power-ups

2. Create Blasters [\[Try\]](#)

<https://github.com/derek2381/Create-Blasters>

- Implemented core game mechanics in C#:
 - Dynamic object spawning
 - Interactive animations
 - Adaptive scoring
 - Adjustable difficulty levels

3. Pizza Defender

<https://github.com/derek2381/PizzaDefender>

- Implemented core game mechanics in C#:
 - Character control
 - Collision detection
 - Camera movement
 - Game state management