Curriculum Vitae

Name:	D Sai Vamshi	
Date of birth:	September 4 1996	[Insert recent passport size colour photograph]
Native of:	Hyderabad	
Gender:	Male	
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Show Reel :	**https://duxwonderlot.github.io/ DevanaboinaSaiVamshi/**	

Career objective (please provide in not more than 200 words what sort of a career and to which to pursue after graduation):

I want to work as Game play Programmer or as Game developer because , these are the fields that i am interested in getting in to, First i though of going for as game designer but later according to my skills ,that i have and keen interest in roles that i mention,then i decided to go as Game programmer or game developer, i made around 20 to 30 games alone ,these gives me enough confidence to apply a job for these roles,i have also applied for Game jams and many more game related competitions, I like to experiment things a lot in game development, which is the reason why i have chosen to these job roles, i have passion of making games and then improving them even better, so that fellow gamer will enjoy that game, to his maximum effort

Educational qualification:

Qualification	University / board	Year of completion	Grade/ %
Intermediate	Sri Gayatri college/ ssc	2016	67
Bsc Design and developement	ICAT design and Media	2020	84

Technical skills:

S. No.	Skill	Level of competency
1.	C++	75 percent
2.	Shader language , visual Scripting ,Dots programming	60 percent
3.	C#	70 percent
4.	Java	70 percent
5	Lua	50 percent
6	CSS, html, JavaScript ,PHP,SQL	60 percent

Software skills:

S. No.	Software	Level of competency
1.	Maya	70 percent
2.	Quixel bridge, Quixel mixer	70 percent

3.	Unity and worked with WebGL , OpenGL, Box2d, LibGDX libraries	75 percent
4.	Unreal ,Game Maker	75 percent
5.	Z brush, substance painter, Illustrator ,Corona	65 percent
6.	Photoshop	70 percent

College project work:

S. No.	Project description	Role	Tools used
1.	**De-Light**	Level designer, Gameplay programmer	Maya, unity, Visual Studio

Work Experience:

Company Name	Designation	Experience
2Pi interactive TenexGlobal Industries	Game programmer VR Simulation programmer	2-3 months(intern) Jan 2020 to Present
Digidesk Games	Game developer	4 months(intern)

Awards and achievements:

S. No.	Awards and achievements:	Role
1.	Tata consultancy certificate	Programming C++
2.	Unity certified developer	Developer, Programmer
3.		

Languages skills:

S. No.	Language	Level of competency
1.	English	80 percent of competence
2.	Telugu	90 percent of competence

3.	Hindi	70 percent of competence

Extra curricular activities:

S. No.	Activity
1.	Watching movies, reading books, articles, watching game theories, going through Interesting Algorithms
2.	Playing tennis, Guitar