

Curriculum Vitae

Name:	D Sai Vamshi	
Date of birth:	September 4 1997	
Native of:	Hyderabad	
Gender:	Male	[Insert recent
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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 pursue as $\,$ Gameplay Programmer or Technical Artist who have a knowledge of programming and Art



Educational qualification:

Qualification	University / board	Year of completion	Grade/ %
Intermediate	Sri Gayatri college/ ssc	2016	67

Technical skills:

S. No.	Skill	Level of competency
1.	C++	75 percent
2.	Shader language , visual Scripting	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

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

ICAT Design and Media College



3.	Hindi	70 percent of competence
J.	Tillia	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 Sports like tennis, football