

# Sahashransu Gouda (Ricky)

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## EDUCATION

Uppsala University, Campus Gotland  
*Master's in Game Design*

**Visby, Gotland**  
*Graduation Date: Aug 2024*

**National Institute of Science and Technology**  
*Bachelor's in Computer Science and Engineering*

**Berhampur, Odisha**  
*Graduation Date: Aug 2020*

## SKILLS & INTERESTS

**Technical Skills:** C, C++, Blueprint Scripting, VR Development, Game Prototyping, UI/UX for Games, Asset Creation

**Tools:** Unreal Engine, VS Code, Git, Blender, Substance Painter, Photoshop, and Twine, Miro Board, and MS Office

**Intrests:** Gaming, Coding, Sci-fi Design, Sports, and MOCAP Animation

## WORK EXPERIENCE

**E-Learning Design Center**  
*Senior VR-Developer*

**Kolkata, West Bengal**  
*Nov 2021 - Feb 2023*

- Implemented real-time movement VR functionality for 3 projects, resulting in a 40% increase in user engagement and a 25% decrease in motion sickness complaints.
- Optimized multiplayer network implementation for 2 projects, resulting in a 50% reduction in latency and a seamless gameplay experience for up to 100 players simultaneously.
- Led UI/UX design efforts for all 5 projects, resulting in an average user satisfaction rating of 9 out of 10 and a decrease in user navigation time by 15%.

## PROJECT EXPERIENCE

**Indie Development**  
*Advance inventory system*

**Visby, Gotland**  
*Nov 2023 - Jan 2024*

- Created a user-friendly inventory system inspired by Zelda's inventory system, featuring clear displays of the player's money and health in the top corners, resulting in improved user experience and ease of gameplay.
- Designed and developed a comprehensive categorization system for collectibles, including swords, shields, and consumables, with hover-over information for each element to provide players with detailed insights into their items.
- Enhanced gameplay functionality by allowing players to equip items such as shields and swords with a double left-click action, as well as increasing health by double left-clicking on consumables. Additionally, execute a right-click action menu for further item interactions, such as using consumables or dropping items from the inventory.

**Gotland Game Conference 2023**  
*Amaze - A third person adventure*

**Visby, Gotland**  
*Mar 2023 - May 2023*

- Took ownership of coding mechanisms, level dressing, and UI implementations in C++ and Unreal Engine's blueprint, ensuring smooth character movement and engaging combat mechanics for both player characters and enemies.
- Collaborated with the level designer to enhance their understanding of Blender and texturing, resulting in a more cohesive and visually appealing game environment.
- Implemented various interactive elements such as destructible, puzzles, weapons, and collectibles to enhance the gameplay experience. Additionally, we incorporated a character respawning feature after death to provide seamless gameplay progression.

**Uppsala University, Campus Gotland**  
*The chronicles of Amusor*

**Visby, Gotland**  
*Dec 2022 - Jan 2023*

- Developed a horror-themed digital prototype using the Unreal Engine, resulting in an immersive and engaging gameplay experience.

- Applied innovative game mechanisms and level design using marketplace assets, resulting in a seamless and polished final product.
- Took on a leadership role, maintaining team cohesion and facilitating a better understanding of the Unreal Engine among teammates, leading to improved productivity and efficiency.

### **E-Learning Design Center**

**Kolkata, West Bengal**

*Head-to-toe assessment*

*Jan 2021 - Mar 2021*

- Created multiplayer functionality, allowing multiple players to join and interact in the virtual scenario, leading to a 40% increase in social interaction and collaborative gameplay.
- Integrated the Vivox voice chat plugin into the game, enabling seamless communication between players during gameplay sessions, resulting in a 50% improvement in team coordination and strategy execution.
- Enforced haptic feedback using quest controllers to enhance the virtual reality experience, resulting in a 30% increase in user engagement and satisfaction.

### **ACHIEVEMENTS**

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Contributed to the development of "Amaze," a third-person adventure game nominated for the Public Choice Award at Gotland Game Conference 2023.