

# Sai Kiran G

## Senior Game Developer

Accomplished Senior Game Developer and Virtual Reality (VR) Specialist with a distinguished 10-year career in the gaming industry. Renowned for expertise in crafting captivating multiplayer gaming experiences, cutting-edge VR applications, and demonstrating exceptional skills in overall game development.

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## WORK EXPERIENCE

### Senior Game Developer Digital Domain and Iconic Engine

06/2019 - Present

Remote/Hyderabad

Iconic Engine is top-notch extended reality(XR) solution Company.

#### Responsibility

- **Led Development Team in India:** Served as the lead developer for the India-based team, overseeing project development, ensuring quality, and fostering collaboration within the team.
- **Primary System Architect for VR Social Media Metaverse App:** Led as the system architect for a VR social media metaverse application.
- **Successfully Delivered 5+ Software Products to Clients:** Led the development and delivery of multiple software products, meeting client needs and exceeding expectations.
- **Successfully Delivered Apps on Various Platforms:** Successfully delivered applications on diverse platforms such as Pico 4K, HTC Vive, Nreal, Lenovo Mirage, Gear VR, and Microsoft HoloLens.
- **Ensured Code Quality through Regular Reviews and Best Practices:** Conducted routine code reviews and enforced best practices to uphold code quality, consistency, and scalability.

### Senior Game Developer Purple Talk

04/2015 - 06/2019

Hyderabad

YesGnome is Social Mobile Gaming company

#### Achievements/Tasks

- **Delivered 5+ Diverse Game Titles to Clients:** Successfully delivered a variety of different game titles to clients
- **Consistently Met or Exceeded Project Timelines:** Maintained a track record of delivering products ahead of schedule, demonstrating efficiency and reliability in project management.
- **System Architect for Base Card Game:** Designed the architecture for a foundational card game, serving as the basis for the development of three distinct applications.
- **Cross-Functional Collaboration for Successful Game Development:** Worked closely with designers, artists, and QA testers to ensure the successful development of game projects.
- **Executed Game Development Strategies for Project Success:** Implemented strategies to meet project goals, timelines, and quality standards in game development.

## SKILLS



## HIGHLIGHTS

- Extensive Game Development: Shipped more than 13 games across various platforms
- VR and AR Expertise: Proficient in Virtual Reality (VR) and Augmented Reality (AR) development with different platforms (Oculus, HTC Vive, Pico VR, Mirage solo, Daydream, GearVR, Jio, Nreal)
- Multiplayer Game Specialization: Experienced in developing multiplayer games, adept at creating engaging player-versus-player (PVP) and co-op experiences (Photon, Fish-Net, Unity Netcode, Mirror, Playfab server hosting, Azure web hosting, Unity Multiplay).
- Efficient API Communication: Proficient in establishing efficient and secure communication between clients and servers using APIs (Azure Services, Azure Cloud Scripting, Content delivery network)
- Comprehensive Game Development Knowledge: Possess a well-rounded understanding of game development encompassing various aspects, including UI, gameplay, physics, and mathematics.
- Knowledge in data structures, algorithms
- Project development in big teams with GIT.
- Proficient in object oriented design programming, with good understanding of Design Patterns.
- Ability and flexibility to work and communicate effectively in a multi-national, multi-time-zone corporate environment
- Arduino and Raspberry Pi Projects: Completed Arduino and Raspberry Pi projects, showcasing hardware expertise with sensors and microcontrollers. Skilled in merging software and hardware for interactive IoT solutions.

## WORK EXPERIENCE

### Game Developer

#### Blue Giant Interactive

04/2014 - 04/2015

Hyderabad

BlueGiant Interactive, an independent game development studio based in Hyderabad

##### Achievements/Tasks

- **Contributed to Game Development:** Played a vital role in the development of Chhota Bheem's Laddoo Runne by assisting in various aspects of game design and coding.
- **Fast Learning:** Demonstrated a rapid learning curve in adapting to new game development tools and technologies.
- **Team Collaboration:** Successfully collaborated with senior developers and designers to integrate complex game mechanics and optimize performance.

## PROJECTS

Vasoo <https://www.myvasoo.com> (06/2021 - Present) 


- **Lead System Architect for VR Social Media Metaverse:** Led as the system architect.
- **Designed Multiplayer Lobby Architecture:** Engineered a robust multiplayer lobby system using Photon and a custom matchmaking solution, enhancing player interactions, matchmaking efficiency, and overall gameplay experience.
- **Multi-Game Architecture Development:** Designed and developed a versatile architecture capable of hosting a range of mini-games within the app, including Football, LUDO Board game, Cricket, and Toys. Additionally, personally developed and integrated these mini-games, enriching the app's content and providing engaging gaming experiences for users.

Template APP (06/2019 - 06/2020)

- **Lead System Architect for Backend Content Download Efficiency:** Spearheaded the design and implementation of an efficient content downloading system from the backend, optimizing data retrieval and enhancing the overall user experience.
- **Tile-Based UI System Development:** Designed and implemented an intuitive tile-based user interface system, improving user navigation and interaction within the application.
- **Cross-Platform Device Compatibility:** Ensured seamless cross-platform support across various devices, enhancing accessibility and user experience.

Deutsche Telekom Metaverse (03/2020 - 08/2020)


- **Developed Multilingual VR Keyboard:** Created a versatile VR keyboard with support for simplified Mandarin and an extensive range of other languages
- **Integrated Web View Component:** Successfully incorporated a web view component into the app
- **Leveraged Template App as Foundation:** Utilized a template app as the core framework to build upon

FIFA World Cup Trading App, NFL Blitz - Play, NBA Dunk - Trading Card Games 

- **Designed Efficient Network System for App-Backend Data Handling:** Developed a robust network system ensuring efficient data transmission and synchronization between the app and backend infrastructure.
- **CardHunter:** Incorporated a location-based augmented reality (AR) mini-game into CardHunter, where players are encouraged to explore the real world by walking around streets to collect virtual cards
- **Pack Battle:** Developed an engaging multiplayer card game called Pack Battle, offering players an exciting and strategic gaming experience
- **Community Management:** Responsible for creating a vibrant and interactive community within the App, where players can engage in discussions, share experiences, and facilitate card trading among themselves

## PERSONAL PROJECT

### Gallant

I spent more than one year working on a personal project, dedicating my free time and weekends to it 

06/2022 - Present

##### Highlights

- **Design:** In Gallant you form and lead a team of heroes with customizable progression and bring them into epic 2v2 battles and different game modes. Combine attacking and defensive skills of your chosen characters and utilize our physics-based movement system to defeat opponents. Then watch a simultaneous playback of your and opponent's decisions.
- **Multiplayer:** Architected a multiplayer system customized to meet the specific requirements of the game, leveraging Photon Fusion technology to ensure seamless and responsive online gameplay experiences.
- **Game Balancing:** Engineered a backend system that simplifies game balancing tasks and enables efficient meta releases, ensuring ongoing gameplay refinement and content updates.
- **Social:** Designed and implemented a comprehensive social system that enables players to connect, communicate via text messages, and easily invite each other to engage in battles, fostering a dynamic and interactive gaming community.
- **Private Lobby:** Architected a lobby system that allows players to invite their friends to play together.
- **Strategy:** Introduced a variety of unique hero abilities and a selection of potions, enriching the game experience by offering players a wide range of strategies and personalization options for an enjoyable and distinctive gameplay adventure.
- **Established In-Game Store:** Designed and implemented an in-game store that provides players with the opportunity to purchase skins and loot items

## LANGUAGES

English

*Full Professional Proficiency*

Telugu

*Native or Bilingual Proficiency*

Hindi

*Full Professional Proficiency*

## SOFT SKILLS

Creative

Quick Learner

Detail-oriented

Analytical Skills

Ability to remain Calm

## PROJECTS

### Star Trek 2 and Star Trek 1 [↗](#)

- **Custom Matchmaking** : Created a custom matchmaking solution in collaboration with the backend team and successfully developed a robust multiplayer solution using Unity Multiplayer.
- **Created Versatile Tiled UI System**: Designed and developed a versatile tiled UI system applicable to various in-game activities across the map.
- **Streamlined Story Data Structure for Flexible Content Management**: Designed an efficient data structure that enables easy addition and updates of stories, providing a flexible content management system for designers.
- **Gameplay System**: Led the design of gameplay systems, shaping the core mechanics and player experience.
- **Developed Crew System**: Designed and implemented a crew system where each crew member has distinct roles and responsibilities, and they can grow and advance based on experience points (XP).

### Monster High [↗](#)

- **Led End-to-End Game Development for Mattle Client**: Took charge of the complete game development process, from inception to delivery, for the Mattle client.
- **Designed and Integrated In-Game Fashion System**: Created a fashion system for clothing designs and seamlessly applied them to in-game characters.
- **Connect the zap**: Developed an engaging Match-Three mini-game within the app.
- **Video player**: Created a steaming video system where videos can be streamed from Vimeo.
- **Developed In-Game Photo Editor**: Designed and implemented a photo editor feature within the game, allowing players to customize character photos for a personalized gaming experience.
- **Incorporated Hidden Object Puzzle Game**: Integrated a hidden object puzzle game within the app

### WellieWishers: Garden Fun [↗](#)

- **End-to-End Game Development**: Led the complete development cycle, from the initial concept to the final product
- **Developed a Garden System**: Designed and implemented a garden system that allows players to cultivate crops and earn in-game currencies.
- **Incorporated Mini-Games**: Integrated standalone mini-games within the app, including Hidden Object and Fashion, enhancing user engagement and diversifying the user experience.

## CHAMPIONS AND CHALLENGERS - ADVENTURE TIM

- Created a custom matchmaking solution in collaboration with the backend team and successfully developed a robust multiplayer solution using Unity Multiplayer.
- Responsible for the combat system.
- Responsible for total VFX of game.

### Line Of Defense [↗](#)

- **Game Porting and Technology Upgrade**: Successfully led the migration and porting of a legacy game from outdated technologies to state-of-the-art systems. This transformation enhanced game performance, graphics, and player experience while ensuring compatibility with modern platforms, resulting in increased player engagement and improved market competitiveness.
- **UI Enhancement for Improved Expressiveness**: Revamped the user interface design, incorporating visual elements, layouts, and interactions that effectively conveyed the game's narrative, emotions, and gameplay. This transformation resulted in a more engaging and immersive player experience, contributing to higher user satisfaction and retention rates.

### Project: PCCW VR (Client project for Iconic Engine) [↗](#)

- **Leveraged Template App as Foundation**: Utilized a template app as the core framework to build upon
- **Integrated PICO VR Device Support**: Successfully incorporated support for PICO VR devices,

### Chhota Bheem's Laddoo Runne [↗](#)

- **Designed and Generated an Infinite Game World**: Crafted an endless game world that dynamically generates content.
- **UI**: Responsible for implementation of UI.

## SOFT SKILLS

Time Management

Handle Pressure

Result oriented

Quick Development

Debugging

Logical Thinker

Adaptability

## EDUCATION

### Bachelor of Technology(Computer Science)

Jntu

Hyderabad