

Sishir Gottumukkala

https://www

EDUCATION

Central Michigan University | Mount Pleasant | MI

January 2023 - Present

Major: Computer Science

Minor: Game Design Thinking

GPA: 3.43/4.0

COURSEWORK:

Data Science: Developed project on Mental Health Dataset using Python.

Multimedia: Learned to use multimedia tools in Unity, including animation, audio integration, and real time rendering tools.

Creative writing: Wrote short stories; practiced storyboarding, relevant for game narrative design.

AI: Learned logic-based reasoning and probabilistic learning for intelligent application development.

WORK EXPERIENCE

Dewpoint, Lansing, MI | May 2024 - June 2024

Intern

Gained Knowledge on ITIL and Automation.

Utilized Power BI to analyze data on heatmaps, product utilization, and time tracking.

Delta Dental, Lansing, MI | July 2024-Aug 2024

Intern

Gained Knowledge on frameworks mainly on TOGAF (The Open Group Architecture Framework) and SAFe (Scaled Agile Framework).

In AppDev: Gained hands-on experience with frontend and backend development using HTML, CSS, and SQL.

SKILLS

Programming Languages: Python, Java, C#, Embedded C

Game Engines: Unity, Unreal Engine

Game design: Story boarding, Level Design, Game Play Mechanics

Multimedia: Animation, Audio integration, Real-time rendering.

Developer Tools: Visual Studio Code, Microsoft Office, Eclipse, Power BI

Others: Communication, Leadership

PROJECTS

Voice controlled home appliances

Used Embedded C for this project.

Video Game (Phantom Escape: Enchanted Maze) | C#, Unity, YouTube

Developed a 3D maze-based action game in Unity where players navigate in maze, defeat enemies, and survive using gun and teleportation mechanics.

Designed the game environment includes lighting, and player interactions.

Created a functional mini-map system to enhance navigation and gameplay clarity.

Implemented a teleportation feature allowing strategic movement across the maze.

CAMPUS INVOLVEMENT

Chess Club | Vice President | Jan 2024 - Present

Organized inter-university chess tournaments.

Developed leadership and organizational skills through event planning.

HONORS AND RECOGNITION

International Presidents Award,

Central Michigan University

Jan 2023 Present

CERTIFICATIONS

VR Course SP Robotic Works

Master Certificate | October 2019

Successfully completed a VR Course focused on virtual reality development.

Built interactive VR scenes; learned VR foundations and Unity basics.