

Sai Pallu

Game Developer

Manchester, NH - Email me on Indeed: [indeed.com/r/Sai-Pallu/3ed9ac8984b59283](https://www.indeed.com/r/Sai-Pallu/3ed9ac8984b59283)

I am efficient and creative game programmer with game design and Art knowledge seeking a job where I can be an asset to the company.

WORK EXPERIENCE

Game Developer

PlayMotion pvt ltd - 2014 to 2015

Responsibilities: Programming, Designing, Technical and VFX artist. Shipped 3 titles on IOS and Android, Ironkill being best of them.

EDUCATION

MS in IT in Game Design and Development

Southern New Hampshire University

June 2017

SKILLS

3ds Max (Less than 1 year), C# (Less than 1 year), C (Less than 1 year), GIT (Less than 1 year), ILLUSTRATION (Less than 1 year)

ADDITIONAL INFORMATION

Skills

- Unity C# and Java Scripting, UI programming and feature implementation.
- VFX in Unity3d.
- SDK integration like Social, Monetization in Unity3d
- Knowledge on Art, Design, Production, Testing of game.
- Experience with 3D art and great in math.
- Debugging and optimizing game for any platform.
- Experience with working on deadlines.
- Willing to relocate for the Job
- Can work any time in a day for my game.

Technical Skills

- C/C++/Java/C#.
- Unity3d.
- Photoshop, Illustrator, 3ds Max, ZBrush, Marmoset tool bag, Premiere Pro.
- Jira, Confluence, tortoise SVN, GIT, Source Tree.
- Knowledge on SQL, MySQL.

Others: Have experience working with a huge team like artists and programmers on yearlong projects taking on roles such as designer, technical artist.