

Raghavendra Dee

Game Developer/ UI Developer - GoLokInc (startup)

Plainsboro, NJ - Email me on Indeed: [indeed.com/r/Raghavendra-Dee/29bbcc844f640429](https://www.indeed.com/r/Raghavendra-Dee/29bbcc844f640429)

- Experience in Analysis, Designing, Development, Testing, Bug fixing, Documentation and Implementation of gaming tools such as Unity 3D.
- two shipped title.
- Pronounced knowledge in unity3D 3.x /4.x/5.x.
- Expertise in building 2D/3D Games using Unity3D (C#/JavaScript).
- In-depth knowledge on UI/UX in Unity 3D and designed user responsive multiplatform compatible design methodologies.
- Good understanding on Microsoft HoloLens with unity3D.
- Knowledge in .Net framework libraries with C#.
- Interested towards learning new Technologies and tools to gain knowledge.
- Used different Software design patterns.
- Comprehensive problem-solving abilities, excellent verbal and written communication skills, Interpersonal Skills and good Leadership Qualities.

Willing to relocate: Anywhere

Authorized to work in the US for any employer

WORK EXPERIENCE

Game Developer/ UI Developer

GoLokInc (startup) - Dallas, TX - July 2016 to Present

- Worked with various VR plugins to build VR Platform based content.
- Created VR environment Games using Google Cardboard plugin in Unity 3D and with Samsung Gear VR/ Oculus VR.
- Scripted Gameplay Level programming in Unity 3D/ Visual studio 2015.
- Created uGUI elements for the game navigation, score board, toggles.
- Created Web site in HTML5 /CSS 3 / JS.
- Scripted WebGL rendering through JavaScript / Three.js.
- Created responsive UI websites using BOOTSTRAP.
- Used WebGL with HTML5 canvas using Three.JS
- Developed platform based builds using xamarin Studio.
- Developed Wireframes in Adobe fireworks CS6 with the CSS layouts.
- Building binaries & deployments of artifacts and automating the Build pipeline with Jenkins.
- Dealing with various configuration management tools.

Environment: Unity 3D, VR/AR, Blender, MS visual studio 2015, Jenkins, xamarin, Git /GitHub, Html5, CSS, JS, Three.JS/WebGL, jQuery, AngularJS

Game Developer

Hazelnutgames.com - Plainsboro, NJ - May 2016 to Present

own independent game studio)

Plainsboro, NJ

- Started developing games under the name of Hazelnutgames.com, so far shipped two titles

Game Developer / UI developer/ designer

smartlms - Plainsboro, NJ - November 2015 to May 2016

- Designed UI/UX in unity for interactive game play.
- Created Website using client side scripts like Html, CSS, JavaScript, JQuery.
- Used VuforiaSDK for unity to develop AR (Augmented Reality) based games.
- Dealt with texture mapping, and materialistic design styles.
- Used Maya /Blender to creating 3D objects, and animations.
- Used Xamarin studio in the development of Android / iOS mobile apps with C#.
- Implemented WebGLapi Content rendering with light weight png's with JSON.
- Optimized games to work with Unity Web player.
- Used Gyro axis inputs in gameplay and with VR content rendering.
- Implemented unity rayCast to control Gameplay in VR
- Used JSON script to render sprites /sprite sheets.
- Created web games in Phaser.io using WebGL API along with JS.
- Used AngularJS for Databinding and Animations and other DOM implementations.
- Developed Android/iOS Apps using Xamarin Studio with C#.
- Developed Flash GAMES using action script 3.0

Environment: Html5, CSS, JS, jQuary, AngularJS, Unity 3D 5.1, VR / AR, Bootstrap, xamarin, Jenkins, Aws EC2, TFS Build. Git /GitHub.

Research Assistant / Teaching Assistant

SHU - Fairfield, CT - January 2014 to September 2015

- Developed Unity based Games.
- Created Educations purpose, Kids Games to Load into Kindles using Unity and android SDK.
- Created Web Apps using WebGL API with JavaScript.
- Created massive and realistic 3D terrains by keeping gameplay in mind.
- Worked in Motion Capturing Lab to capture motion data of Object movements to use it as character animations in Gameplay.
- Created Web site in HTML5 /CSS 3 / JS and consumed executable Flash build games (.SWF file).
- Created responsive UI websites using BOOTSTRAP.
- Learn to code in C# with .Net Frameworks such 4.0 /4.5 with Asp.net.
- Implemented character AI and difficulty based on User gameplay stats.

Content Developer / Designer

iGames - Hyderabad, ANDHRA PRADESH, IN - February 2013 to December 2013

- Developed games unity 3Dwith C#, integrated rendering, collision detection, and AI.
- Used accelerometer /gyro sensors feeds in Android/ i OS mobile game development.
- Worked on first person camera view perspective.
- Tested Unity Mobile Input stimulator with android sdks and IOS.
- Learn to Design character physical properties, and iterated them in unity.
- Ability to mask, layer, alter images in Photoshop.
- Android/iOS app development.
- Used deferent design patterns.

Environment: Unity 3D, Unreal Engine 3, adobe Photoshop, Notepad++, MonoDevelop, MS visual studio 2012, C#, .Net 4.0, Jenkins, WebGL, OpenGL, linux (Ubuntu/fedora), Html, CSS, JavaScript.

intern web Developer

iGames - Hyderabad, ANDHRA PRADESH, IN - January 2012 to January 2013

Initially worked as Intern Web Developer then became a Game Content Developer/Designer.

- Learn to write scripts such as HTML, CSS, and Javascript.
- Worked with C# with .Net framework.
- Got exposure towards game Development Engines such as Unity 3D (Earlie releases) and Unreal.

Environment: Html, CSS, JS,

EDUCATION

Masters in Computer Science in Game Development

Sacred Heart University

2015

B.Tech

JNTU - Hyderabad, ANDHRA PRADESH, IN

2012

SKILLS

.Net (4 years), C# (4 years), Flash (2 years), HTML5 (3 years), JavaScript (5 years)

ADDITIONAL INFORMATION

Technical Skills:

Languages C, C ++, C#

Scripts HTML5, CSS3, JavaScript, jQuery, JSON, XML, Action Scripts 3.0, WebGL, three.js.

Database SQL Server [...] Oracle 11g / 10g, SQL Lite.

Gaming Tools Unity 3.x /4.x/5.x, Unreal 3/4.

Animating Tools Autodesk Maya / 3DS Max, Blender, Adobe flash/flex, Phaser.io.

Other Tools Adobe (Photoshop, Dreamweaver, fireworks) CS5/CS6 /CC

Operating system Windows [...] Linux (Ubuntu 14/RHEL), Mac OS X,

IDE Visual studio [...] xamarin Studio, MonoDevelop

Build Tools (CI/CD) Jenkins, TFS.

Working Methodologies Agile, Test driven.