

# KRETHICK CHAKRAVARTHY

## Game Producer

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 Portfolio

## INTRODUCTION

Game Developer transitioning to Producer with **Unity and C# expertise**. Experienced in **Agile teams**, combining **technical skills and design insight** to ensure polished, high-quality projects. Passionate about **debugging, optimization, and systematic testing** to elevate **user experiences**.

## KEY SKILLS/PROGRAMS

- C#
- Unity
- C++
- .NET CORE
- MYSQL
- Machine Learning (Python)
- Git-Hub
- Jira

## PROFESSIONAL EXPERIENCE

Intern - Software Developer

Jan '23 - Aug '23

Adroitts

Reston, Virginia

*Computer and Network Security*

### Full Stack Web Development

- Built a live web application using **React, .NET Core, and PostgreSQL**, enhancing user experience and workflow efficiency.
- Used **Git for project tracking and task management**, enabling seamless collaboration.
- Contributed to the development and implementation of project modules using **Microsoft Azure**, improving system performance and data security.
- Explored **Python and Flask** to develop backend solutions for web projects, expanding my technical toolkit.

JUNIOR GAME DEVELOPER - FULL TIME

Feb '22 - Dec '22

Think & Learn Pvt Ltd (BYJU'S)

Bengaluru, Karnataka

*An Indian Multinational Educational Tech Company worth USD 16.5 billion making it the world's valuable educational tech company*

- Developed educational games for children from **Pre-KG to Grade 3**, focusing on creating engaging and educationally rich content that enhances learning engagement, particularly in **India and the US**, for the Disney Byju's Early Learn Product (DBEL) app.
- Designed and implemented **core gameplay mechanics using Unity's visual scripting tools**, ensuring intuitive and engaging user experiences.
- Collaborated with **3+ disciplines (art, sound, pedagogy)** to define milestones and shipped **5+ educational games on schedule**, resolving workflow bottlenecks.
- Led localization efforts for **LATAM release, coordinating QA and prioritizing critical fixes** and successfully launched the product with full language support, extending accessibility to children in **Latin America**.
- Tracked **tasks and bugs in JIRA**, ensuring **sprint completion** and tested games through **in-company tools** to ensure bug-free deployment into the Disney Early Learn App.
- Adapted games to **multiple languages** using a **localization package/software** to translate quizzes and game content, ensuring cultural and linguistic relevance. This approach contributed to the successful release of **localized versions** for different regions.

Intern - Game Developer

Dec '20 - Jun '21

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### Game Development

- Collaborated with a game developer to effectively learn and leverage various tools within the **Visual Scripting (BOLT) framework** for game development.
- Worked as a developer using **Unity and C#**, gaining experience in developing applications and games using these tools
- Learned and applied the concept of **Finite State Machines** in the **Osmo Worksheet Project**, understanding their significance and practical implementation.

## PROJECTS

### CUT ME IF YOU CAN

Jun '25 - Jun '25

### IGA X UNITY GAME JAM PROJECT

- Created **rolling mechanism** for the potato cube using **event system** and **Cinemachine Camera**.
- Generated chef character and animation using **Meshy AI**.
- Implemented **AI Mechanism** to the chef for patrolling using **Navmesh** and **Waypoints** to eliminate the player.
- Used **Unity Animator** for the door animation and used **Pro builder** for level design.

### ROCKET BOOST

Jun '24 - Jul '24

### PERSONAL PROJECT

- Utilized **Mathf.Sin()** to create smooth **oscillating movements** for objects (e.g., moving platforms or obstacles).
- Designed multiple **difficulty levels** for players to explore and ensured **progressive challenges** with increasing **complexity**.
- Enabled the rocket to fly, adding **vertical movement** and implemented proper **collision detection** with environmental objects.

### CLASSY CLASH

Mar '24 - Apr '24

### PERSONAL PROJECT

- Designed the game map using **Tiled (a tilemap editor)** for easy level creation.
- Loaded and rendered the tilemap in **Raylib** for smooth 2D gameplay.
- Implemented **enemy movement logic (Pathfinding)** so the enemies dynamically follow or patrol within the game world.
- Implemented a **player health system** to detect the player's health when enemies are nearby.
- Added **collision detection** between player, enemy for ensured **proper interactions**.

### SNAKE GAME

Sep '23 - Oct '23

### PERSONAL PROJECT

- Implemented **smooth and constant-speed movement** for the snake and ensured the snake **stays within the defined walls** using Unity and C#.
- Programmed the snake to turn **every tile** when it **touches green**.
- Added a **bounce effect** so the snake rebounds when hitting the edges.
- Designed a **random movement system** for the **watermelon (target object)** and set a **6-second time limit** for direction changes, making it move unpredictably.

### 5TH SEMESTER GROUP PROJECT

Jul '20 - Oct '20

### AI Based Maze Game - CHRIST (Deemed to be University)

Bengaluru, Karnataka

- Implemented **Genetic Algorithm (Machine Learning)** in the game by developing a custom algorithm that utilized genetic principles to optimize the **behavior of characters**
- Included different **AI movements** for the **enemy character** by implementing various **strategies and decision-making** algorithms to enhance the challenge and realism of the gameplay.

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## EDUCATION

### B.C.A (Bachelor of Computer Applications)

Jun '18 - Jun '21

### Christ (Deemed to be University)

Bengaluru, Karnataka

A deemed to be university with two campuses in Bengaluru, one in Delhi and another in Pune with a base of 18k students

- Grade Point Average (GPA): **3.43 out of 4**

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## CERTIFICATIONS

- Indie Game Academy **Level 1 Graduate** in March 2025
- Completed **C++ Fundamentals: Game Programming For Beginners** from Udemy in April 2024.
- Completed a **Machine Learning** course using Python from the University of Michigan on Coursera in September 2020
- Proficient in **C# for Unity Game Development** with experience in using it for LinkedIn projects, acquired in October 2021
- Successfully completed an **Introduction to Game Development** course from Michigan State University on Coursera in June 2021