KRISHNA REDE

GAME DEVELOPER

PROFILE INFO

I'm a passionate and results-oriented game developer specializing in Unity, with a proven track record of creating immersive and engaging gaming experiences. My diverse skill set spans across multiple aspects of game development, with particular expertise in gameplay mechanics and interactive storytelling. I excel at bringing creative visions to life while optimizing performance and ensuring seamless user experiences.

EDUCATION

2021-2024
SAVATRIBAI UNIVERSITY

- Bachelor of Computer Science

SKILLS

- Game Development: Unity, C# Scripting, Game Mechanics, Level Design, UI/UX Logic

- Tools & Technologies: Git, Animation, Sound Integration, 3D Physics, Rigging

- Game Genres Experience: Hyper-Casual, Hotel Management, Kart Racing, Track Running, Puzzle, Farming Games

WORK EXPERIENCE

Origami Studios   2024-2025
Jr . Game Developer

- Developed and published more than 6 games from scratch using Unity, ensuring high performance and engaging gameplay.
- Contributed to over 10 game projects, collaborating with cross-functional teams to bring creative ideas to life while leveraging existing successful mechanics. These games were inspired by popular titles on the Play Store, including Perfect Hotel, Shiny Ski Resort, Track and Field Games, Race Master 3D, Wild Runners, Hide N Seek, Hitman GO, Food Stand, Shopping Mall 3D, and Hunter Assassin 3D, Farming Games.
- Worked on a variety of game genres, including:
- Hyper-Casual Games: Focused on minimalist design and addictive mechanics inspired by titles like Wild Runners and Race Master 3D.
- Hotel Management and Farming Games: Implemented complex management systems and progression mechanics inspired by Perfect Hotel and Shiny Ski Resort.
- Kart Racing and Track Running Games: Optimized physics and controls for smooth racing experiences similar to Track and Field Games.
- Puzzle and Stealth Games: Designed challenging levels with intuitive UI/UX, drawing inspiration from Hitman GO and Hunter Assassin 3D.
- Utilized C# scripting for gameplay mechanics, animations, and UI interactions, ensuring robust and scalable code.
- Conducted playtesting sessions to gather feedback and iterated on game designs for enhanced user engagement and retention.
- Collaborated with designers and artists for seamless integration of assets and animations, maintaining a cohesive visual and gameplay experience.

CERTIFICATIONS

- Unity C# Scripting | Udemy | 2024

- Unity C# Scripting – Intermediate Level | Udemy | 2024

REFERENCE

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CONTACT

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