MUTYALA YEHOSHUVA

COMPUTER SCIENCE AND GAME DEVELOPMENT

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CAREER OBJECTIVE

To see myself in a position where my Technical and Analytical skills are completely utilized in accomplishing the goals entrusted to me towards the benefit of the Organization am working for.

EDUCATION

- **B.TECH**, Backstage Pass Institute of Gaming and Technology (2017-Present) Percentage : 80% (till 5th semester)

- **INTERMEDIATE**, Medjee Guru Junior College (2015-2017) Percentage : 73%

- **SSC**, St. Mary High School (2014-2015) GPA : 8.0

PROJECTS

TwoTimes (Mini Project)[Solo]:
- A 2D Game, This is Math table learning game for kids. Its easy to use and no parental support is required. Two Table multiples will be displayed and just need to tap on balls which makes learning really easy.

DragSynonyms (Mini Project)[Solo] :
- A 2D Game, Player has to DRAG the letters and place it on their respective positions by looking at the synonym's of the given words. Once it matches then it redirect to next words. Each level has 4-5 Synonym words with Fixed Countdown Timer Mechanics.

ZigZag Track (Mini Project)[Solo] :
- A 3D Game, Player is a ball here. Ball has only two directions to move, one is forward and left. Ball moves forward everytime. player has to shift the direction on tiles by on click mouse button. It's a Endless runner game, just need to score better than the best score thats it.

2D Target Shooting (Mini Project)[Solo] :

- A 2D Game, Archery Target Boards will displays on screen, player has to shoot it with a gun. At every Level dificulty will rise by displaying more targets at a time and speeding up the level screen time. Awarded with Trophies.

Zombies Multiplayer Game(Personal Project)[Team] :
- A 3D Online Multiplayer Game. Total 100 Zombies will present in a large dark room. there will be 2 Teams, Team "A" has 4 players and Team "B" has 4 players, both teams should kill 50 zombies. Winning point is which team kills 50 zombies first, they are the winners of the game.

Target Racer (Personal Project)[Solo] :
- It's a racing game. Player should complete the levels by moving car to its destination with timer and collecting boosters in between the tracks to speed up the acceleration.

please click on the link below for more details of projects

My Portfolio : https://mutyalayehoshuva.github.io/portfolio/

SKILLS
- Programming Skills: C, C++, Java, C# (using Unity3d), Python.
- Game Engines: Unity 3D and Learning Unreal Engine(Elementary Level).
- Familiar with MySQL, Dbms, HTML5 and CSS.
- Other Software skills: V.S. Code, Adobe Photoshop, MS-Office.
- Soft Skills: Team Player , Adaptability, Enthusiasm,

RESPONSIBILITIES
- Coordinator at **IGDC** 2019.

ACHIEVEMENTS
- Take Part in **GAME JAM**.

EXTRA CURRICULAR ACTIVITIES
- Volunteer at **AIRTEL MARATHON HYDERABAD** 2018
- Volunteer at **NASCOM** game developer conference 2018.
- Volunteer and Participated at **YCFB** at Vivekananda Institute of Human Excellence.