

CURRICULUM VITAE

Phaninder M

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Career Objective:

Aspiring for a challenging and growth oriented career in an esteemed organization where I can learn modern technologies and use my skills in achieving the objectives of the organization.

EDUCATION:

Master of Computer Applications (M.C.A)

Osmania University

Graduated: 2013

Hyderabad, India.

Work Experience

Game Programmer – Mobi2Fun

Sep 2013 - Oct 2015

- Work on Game Development from Start to Finish.
- Associate with Designers, Artists and Tester in each phase of Development.

Game Developer – TAGS

Nov 2015 – May 2016

- Work on VR Technologies
- Gather requirements and updating on progress to clients

Senior Software Engineer - 9Logic Technologies

June 2016 - Present

- R&D of new technologies in AR/VR space
- Work on new game/app ideas
- Lead and train team
- Client interactions

Projects

9Logic Technologies

Captain Blimey:

Link: [Captain Blimey](#)

Team Size: 4

Role: Game play, Server interaction and UI development

Platform: Android and IOS

Engine: Unity3D

Captain Blimey is a location based augmented reality treasure hunt game, where the players can discover and claim treasures in the virtual world by interacting with their real world.

TAGS:

Hack Attack VR Game:

Team Size: 3

Role: Game play

Platform: PC, Oculus Rift

Engine: Unreal 4.8

Hack Attack is a First person local multiplayer shooter game made in Unreal engine. Player moves using joystick or keyboard controls and uses Oculus rift to view game play.

Mobi2Fun:

Down Town Hero

Link: [Down Town Hero](#)

Team Size: 3

Role: Developer

Platform: Android, Windows and IOS

Engine: Unity3D

Fight simulation and role playing game. Player can move in the scene and interact with other objects and involve in fight with enemy characters. Player has different controls that he can use to counter/attack enemies. The Game gets tough on each level and enemies become stronger than previous levels.

3D World Racing Challenge

Link: [3D World Racing](#)

Team Size: 3

Role: Developer

Platform: Android and Windows

Engine: Unity3D

A 3D Racing Game where player can play in different racing modes and race across different cities around the world. Player initially is given one open track with five race modes that he needs to win to unlock the next city. Each city has different map and difficulty. Player has to beat the AI cars to complete all the race modes.

Technical Skills

Skills

C
C++
3D Maths
Unity 3D
Unreal (Blueprints)

Proficiency

Good
Good
Good
Pro
Good

Declaration

I hereby declare that the above-mentioned details are true to the best of my knowledge.

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