

Ravi Gangaiahnadoddi Kumar

Currently in: East Lansing, MI | Hometown: Bangalore, India | gkravi@msu.edu , rvgk1202@icloud.com | +1 (517) 614-0095, +91 9972952974 | [LinkedIn](#) | [Itch.io](#) | [GitHub](#)

My Portfolio Website: [Portfolio](#)

Senior double majoring in Games and Interactive Media and Computer Science student with technical skills seeking internship opportunities within mission-driven organizations.

EDUCATION

Michigan State University – East Lansing, MI **August 2021 - May 2025**
College of Engineering, B.S (Computer Science)

Michigan State University – East Lansing, MI **August 2021 - May 2025**
College of Communication Arts and Sciences, B.A (Games and Interactive Media)

EXPERIENCE

Inverted Prism – Bangalore, India

Game Design Intern

June 2021 – Aug 2021

- Worked with a group of 5 other professionals to go through the design process of designing and developing a game and graphic design for the game.
- Used Construct 2 to develop an initial prototype of game discussed by the group with a script for the story of the game.
- Participated in design reviews and prototype testing of the game.

Michigan State University – East Lansing, MI

Undergraduate Learning Assistant (ULA) for CSE102 (Algorithmic Thinking and Programming)

August 2023 - Present

- Collaborated closely with the lead instructor and a team of fellow teaching assistants to support the learning process of beginner Python students.
- Adapted teaching methods to accommodate various learning styles, ensuring that all students had the opportunity to grasp Python fundamentals.

PROJECTS

CSE 498: Collaborative Design (Capstone Course)

January 2025 - Present

Union Pacific

Worked with a team to create a video player on unity to utilize GPS data coming from simulation, using API to showcase real-world recording of trains, reflecting signal change and route changes according to simulation.

Beethoven

Dec 2021 - Present

GitHub repo:- <https://github.com/ravier1/Beethoven>

A Python Discord Music bot with support for YouTube, Spotify and more. (Spotify and more coming soon down in roadmap)

VR Peggle – <https://ravier1.itch.io/vr-peggle>

Nov 2024 - Dec 2024

Worked with a team of 6, created a VR game designed for Quest 2, using Unity As a base platform. Worked on coding scripts, and level design for the game.

Slaughter House – <https://ravier1.itch.io/slaughter-house>

Oct 2021 - Nov 2024

Worked with a team of 4 to create a VR experience that focused on

the audience as well as the player behind the VR headset. Built using the Unity platform. [Performance Video](#)

Channel The Panel – <https://ravier1.itch.io/channel-the-panel>

September 2024 – October 2024

*The player is thrust into a world of wires and pipes. He is in the communication center of the SS. Hellena. The player is given the duty of passing urgent messages throughout the vessel. The player does this via the operation of a switchboard. Worked as a team of 3 focusing on backend scripts. *Built for the Quest 2 using Unity**

INVOLVEMENT & TECHNICAL SKILLS

Member, MSU Esports Club Association

Sep 2021 - Present

Programming Languages & Analytical Tools: Python, Java, C++, C#, Assembly, HTML, CSS, C#, Unity, Android Studio (Currently Learning), Flutter (Currently Learning), SQLite3, JavaScript

Computer Aided Design : Adobe Suite (Photoshop, Premiere Pro), Blender

Productivity Software: Microsoft Office Suite, Google Suite

LEADERSHIP

FuelADream – Fundraising platform

June 2019 – July 2019

Member of the fundraising committee

- Helped raise funds for elderly people who urgently needed to undergo cataract surgeries for free with the help of Rotary Club and local hospitals.

Fair Trade Association – Vidyashilp Academy

Event Coordinator

Nov 2019 – Feb 2020

- Helped organize fundraising events and awareness events required for Fair Trade. Worked with a team of 35 to help raise awareness for Fair Trade and its benefits.