

# Ravi Gangaiahnadoddi Kumar

Currently in: East Lansing, MI | Hometown: Bangalore, India | [gkravi@msu.edu](mailto:gkravi@msu.edu) , [rvvk1202@icloud.com](mailto:rvvk1202@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

*Collaborating with a team of six to develop a GPS-indexed video player in Unity, integrating real-world train recordings with simulation data via an API. The system dynamically reflected signal and route changes based on the simulation, helping locomotive engineers gain field-ready experience while training.*

**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#, 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.