Revanth Bandaru

A student pursuing a BSC Honours degree in Computer Science and Game Development. passionate about creating games, having worked on projects for both PC and currently working on mobile platforms.

✉ revanthbandaru11@gmail.com

📱 +91 7416450609

📍 Ramagundam, India

🖥 revanthbandaru693.github.io/bandaru_Revanth.github.io/#

in linkedin.com/in/revanth-bandaru-214a9723a

SKILLS

Unity Game engine

C# | C++ | Python

HTML | CSS

Adobe photoshop

Figma

Blender - beginner

LANGUAGES

English
Professional Working Proficiency

Hindi
Limited Working Proficiency

Telugu
Full Professional Proficiency

INTERESTS

Augmented Reality (AR) And Virtual Reality

Level design

UI/UX design

EDUCATION

BSC (Hons) Degree
Icat Design And Media College
2021 - Present

Course
- BSc (Hons) Computer Science and Game Development

Intermediate
Akshara Junior College
2019 - 2021   *GPA :- 55%*

SSC
Raos (EM) High School
2016 - 2019   *CGPA: 6.7*

PROJECTS

Elemental Strike - TPS shooter
- Developed a 3-level third-person shooter (TPS) game using Unity 3D, implementing core gameplay mechanics.
- Designed and programmed fluid movement controls (WASD, sprint, jump) for dynamic player navigation.
- Created shooting mechanics, including primary fire and aiming down sights (ADS) for precision targeting.
- Built immersive level environments, from a desert train yard to urban warfare scenarios.
- Integrated player feedback and optimized gameplay for a seamless, action-packed experience.

Frostfall Challengers - Puzzle based 3D Game
- Developed *Frostfall Challengers* , a puzzle game set in a winter-themed ice land with a cartoon-based art style.
- Implemented challenging puzzles that require logic and strategy, integrated seamlessly into the environment
- Created smooth player movement mechanics, enhancing gameplay flow and puzzle-solving dynamics.
- Optimized game performance for a seamless experience in a visually rich, winter-themed world

Dark Ninja - 2D Game
- Developed *Dark Ninja* , a 2D platformer where players control a glowing white ninja navigating night-themed levels.
- Implemented smooth 2D movement and jumping mechanics, allowing players to evade enemies and traverse obstacles.
- Created dynamic enemy AI for zombies, enhancing difficulty and player engagement
- Integrated visually striking contrast between the bright ninja character and the dark, atmospheric environment.

Forest Flab Run - An endless runner game
- Created *Forest Flab Run* , an endless runner game featuring a humorous, chubby character sprinting through a forest.
- Designed intuitive controls for jumping and lateral movement to help players avoid obstacles and collect coins
- Developed randomized obstacle patterns for varied gameplay, keeping the challenge fresh and engaging.
- Integrated coin collection mechanics with progression to encourage high scores and replayability.