Revanth Bandaru

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

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SKILLS

Unity Game engine

C# C++ Python

HTML CSS

LANGUAGES

English
Professional Working Proficiency

Hindi
Limited Working Proficiency

Telugu
Full Professional Proficiency

INTERESTS

Augmented Reality (AR) And Virtual Reality

Level designing

EDUCATION

BSC (Honors) 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 Ru - 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.