Sameer Desaraju

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Work Experience

Unity Game Developer   May 2022 – Present
Bigcode Games Pvt Ltd   *Hyderabad*

- Worked on 10+ Games targeted towards Android Platform.
- Experienced in Unity 3D engine development (Scratch) targeted towards Android Platform.
- Involvement in Rapid Prototyping and Design decisions of Innovative Game mechanics.
- Working with different shaders and post-processing effects for mobile games.
- Strong knowledge of OOPS, design patterns, Unity animations and 3rd party unity shaders and plugins.
- Managing and updating C# codebase for active games.

Learnings: Unity engine systems, game design methods, Git, Working on large codebase.
Games Worked on: Unicorn Pull the Pin Puzzle, Kluster Magnet, Draw Crusher, 3D Ball Run and more

Freelance Services   Aug 2021 – Apr 2022
Self Employed   *Hyderabad*

- Mobile games design and development - Android
- 2D, pixel art assets and renders
- 3D modelling and rendering

Skills: Unity · Game Development · C# · Pixel Art · Blender · 3D Modeling

Quality and Technical Support   May 2019 – Jan 2020
Glu Mobile India   *Hyderabad*

- Understanding and analyzing the game design elements and features.
- User game profile management and technical support.
- Provide customer updates with major issues and new features.
- Familiar with Agile and Scrum Methodologies.

Learnings: Android game design, Confluence, monetization methods and parameters, gaming support

Games Worked on: Deer Hunter 2018, TapSports Baseball, Kim Kardashian: Hollywood and more

Education

Bachelor of Technology in Mechanical Engineering   May 2018
Hyderabad Institute of Technology and Management   *Hyderabad*

Honors: Best Student of the Dept. (2018), IUCEE-EPICS Awardee (2018)
Relevant Courses: Programming, Thermodynamics, Design Engineering, FEA, CAD

Technology Entrepreneurship Programme   June 2018
Indian School of Business   *Hyderabad*
A 2-year exclusive diploma course by ISB on Startup Financing, Design Thinking and Entrepreneurship.

Skills

Programming Languages: C, C# and C++.
Technical Skills: Unity (2D & 3D), Object Oriented Programming, Android Game development, Google Admob, Unity Animations.
Additional Skills: VS Code, Firebase, Blender, Audacity, Adobe Photoshop and Illustrator

Projects

Cascade Fishing – A 3D Hyper casual game   Apr 2022

- Developed for Mini Game Jam (36 Hours Game Jam) hosted on itch.io
- Complete Development of the game from scratch including assets.
- 3D modeling of game environment and play elements using Blender.

Game Link

Avidit – A 2D Platformer game   Jul 2021

- Developed a pixel art style platformer game with 2D physics and responsive gameplay for PC.
- Full Pixel art Sprite sheet for 2D characters and environment design and creation from scratch.
- Physics based characters movement, traps and puzzles.

Game Link

Astrona – A hyper casual game   Jan 2021

- Complete development of the hyper casual game with touch-based game mechanics and responsive UI in Unity.
- Worked on full asset development, animations and cutscenes in Unity.
- End-to-End implementation of Firebase analytics, Google Admob, Google Play Games Services and publishing on Play Store.

Game Link

Internship

Quality Control Intern   Sept 2016 – Oct 2016
ZF Wind Power   *Coimbatore*
Learnings: GD&T, Engineering drawings, Heat treatment processes, Surface coatings
- Study on protective coatings of fasteners and failure analysis of the bolts to identify the degradation of fastener coatings.
- Understanding and inspecting various components of windmill gearboxes.