SIVA BALAA

CONTACT

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🌐 **Browse My Portfolio** & **LinkedIn**

📍 **8 VOC Street, Thiruvalluvar Nagar, Hasthinapuram, Kancheepuram, Tamil Nadu, Chennai 600064**

PERSONAL DETAILS

DOB   30/12/2002

PAN-CARD   PUVPS9924P

SKILLS

- Unreal Engine - Blueprint
- Unity - C#
- Problem Solving & Debugging
- Game Development 3D & 2D Game
- Microsoft Azure : Azure Function , Azure Blob Storage , MogoDB API
- Microsoft PlayFab Multiplayer
- Design Android Development
- Animation 2D Software
- SQLite Data Base
- HTML & CSS

EDUCATION   2021 - 2024

BCA -BACHELOR OF   77% COMPUTER APPLICATIONS

Prince Shri Venkateshwara Arts & Science College, Chennai

INTERESTS

- Making Games
- Mobile App Development
- Programming and Coding Projects
- Creative Design

LANGUAGES

- English
- Tamil

PROFILE

Unity Junior Game Developer with 1+ years of experience creating Pokémon GO-style games using C#, REST APIs, and Azure, enhanced by 3 years of self-taught Godot development with GDScript. I am a core developer scripting, adept at UI design, multiplayer integration, and Play Store deployment, I am committed to delivering innovative game solutions through my technical and creative abilities

PROJECTS

FPS Shooter- PUBG Clone   [Link] (Sep 2024 Ongoing)

Unity, C#, Visual Studio Code (Unity Extension)

- Developed a 3D FPS with modular design for customization and optimized performance. Future updates include multiplayer and cross-platform support.

2D_Puzzle   [Link] (Aug 2024 Completed)

Unity, C#, Visual Studio Code (Unity Extension)

- Developed a 2D puzzle game featuring diverse puzzles and modular swapping for enhanced gameplay. Completed this project to prove my skills after an interview setback ! **(My First Technical Interview Round Test)**

Apex Warrior   [Link] (Mar 2024 Discontinued)

Godot 4, GD Script, Android Studio, Android SDK & Java JDK.

- **University Mini Project :** Developed a 2D TopDownShooter multiplayer Android game in Godot with Wi-Fi support, enabling smooth gameplay for multiple players with minimal latency.

VegCal   [Link] (Mar 2023 Completed)

Godot 4 , GD Script , SQLite DataBase , Cfg File , Android Studio Android SDK & Java JDK.

PROBLEM :

Inefficient manual calculation of vegetable quantities and prices in shop applications for Android devices.

SOLUTION :

Developed for shop applications using Godot 4 and GDScript, featuring an intuitive UI and efficient back-end for pricing and quantity calculations. Includes an SQLite database with API integration for seamless data management and real-time updates, along with a CFG file as a simple text database for unsupported devices.

WORK EXPRIENCE

UNITY JUNIOR GAME DEVELOPER

RATHERGAMES : HANUL | REMOTE – CALIFORNIA

NOV 2024 – PRESENT

- **Develop Pokémon GO-inspired games using REST API calls for real-time data and interactive gameplay.**
- Contribute to game development in a dynamic startup, collaborating with a small team for innovative solutions.
- Design and implement UI layouts with seamless alignment and user-friendly interfaces.
- Develop and maintain C# code for gameplay, backend logic, and multiplayer using Mirror (Basic) for local gameplay.
- Implement IAP systems for Android with Azure Functions for secure server-side validation.
- Integrate serverless architecture with Azure Functions, managing Azure Cosmos DB, MongoDB, and Azure Blob Storage.
- Enable texture downloading via Azure Blob Storage with temporary URLs for Unity to download, extract, and use assets.
- Prepare and upload AABs via Google Play Console, handling deployment with medium-level Play Console experience.

Achievement:

- **Optimized game performance by 20%, improving player experience on Android devices.**
- **Enhanced REST API integration, enabling real-time features 30% faster than initial estimates**

Key Technologies:

Unity, C#, UI Design, Mirror (Multiplayer), Azure Functions, Azure Cosmos DB, Azure Blob Storage, MongoDB, Cloud Scripting, REST APIs, Android In-App Purchases, Google Play Console

Technical Setup (Remote Work)

High-performance PC: i7-14700K , RTX 4060Ti 16GB , 32GB RAM, 2TB SSD optimized for Unity development and testing.