

SIVA BALAA

CONTACT

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🌐 **[Browse My Portfolio](#)**

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PERSONAL DETAILS

DOB 30/12/2002

PAN - CARD PUVPS0024P

SKILLS

- Unity (C#)
- Godot (GD Script & C#)
- Problem Solving & Debugging
- Game Development 3D & 2D
- Game Design
- Android Development
- Animation 2D Software
- SQLite Data Base
- HTML & CSS

EDUCATION 2021 - 2024

BCA -BACHELOR OF COMPUTER APPLICATIONS 77%

Prince Shri Venkateshwara
Arts & Science College, Chennai

INTERESTS

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

LANGUAGES

- Tamil
- English

PROFILE

I am a tech enthusiast passionate about Gaming and Software technology, with 3 years of hands-on experience in Godot and also 1 year of focused experience in Unity . Proficient in programming languages such as GDScript and C#, I am seeking an opportunity to leverage my creativity and technical expertise to contribute to innovative Applications and Game development projects.

COURSES

Udemy Godot Engine Developer Certification

Multiplayer Game Development (Dec 2023)

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 Ongoing)

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.

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.