

# SIVA BALAA

## CONTACT

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 [Browse My Portfolio & LinkedIn](#)

 Tamil Nadu, Chennai

Bengaluru yemalur

## 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 COMPUTER APPLICATIONS 77%

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

[Browse My Portfolio For Demo \[Link\]](#)

### FPS Shooter- PUBG Clone ( 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.

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# WORK EXPERIENCE

## UNITY JUNIOR GAME DEVELOPER

RATHERGAMES : HANUL | REMOTE - CALIFORNIA

NOV 2024 - NOV 2025

- 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.

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