

# SIVA BALAA

## CONTACT

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🌐 **Browse My Portfolio**

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Tamil Nadu, Chennai 600064**

## PERSONAL DETAILS

DOB 30/12/2002

PAN - CARD PUVPS9924P

## 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.