

SIVA BALAA

APPLICATION DEVELOPER

CONTACT

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🌐 **[Browse My Portfolio & LinkedIn](#)**

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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 Solutions

PROFILE

Unity Junior Game Developer with over 1 year of experience creating Pokémon GO-style games using C#, REST APIs, and Azure, complemented by 3 years of self-taught Godot development with GDScript. Additionally skilled in application development, enhancing expertise in scripting, UI design, multiplayer integration, and Play Store deployment. Committed to delivering innovative game and application solutions through 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 EXPERIENCE

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 and Unreal development and testing.
