



# Sai Sushant Koranne

A passionate Game Developer looking for opportunities to apply my skills and learn in an experienced environment.

Hyderabad, Telangana  
9393027930  
[sushantsai8@gmail.com](mailto:sushantsai8@gmail.com)  
[github.com/spoiler335](https://github.com/spoiler335)  
[MY Work](#)

## Work experience

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### Junior Game Developer

12/2022 - present

Super Huge Studios

I am working as a Gameplay Engineer in Unity Game Engine.

I work on Both 2D and 3D games.

I work on both Single Player and Multiplayer Games.

Daily Activities Include:

- Collaborate with the Design team, review the spec Document for implementing new features in the game.
- Collaborate with the Art team to Integrate the ART and Animations in the game.
- Collaborate with the QA team to resolve the Bugs and make sure that the game has least number of Bugs.
- Improve the User Experience of the players.
- Improve the performance by optimizing the code.

### Devops Engineer

08/2021 - 11/2022

Cognizant

Working as a Devops Engineer, for an Insurance Company in Azure Devops.

Daily Tasks:

- Managing the git repositories
- Build and manager CICD pipelines
- Managing the Docker Images Repository
- Maintain the servers, where application is deployed.
- Managing the Product Backlog Items.
- Build maintain PowerShell automation Scripts for local deployment.

### Intern

01/2021 - 05/2021

Cognizant

When I was working as an intern I was trained in various cloud and devops tools.

I was trained in:

- Linux
- AWS Cloud
- Jenkins
- GIT
- JIRA
- Confluence
- Ansible
- Terraform Automation

## Education

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Btech- Computer Science Engineering

07/2017 - 06/2021

Vellore Institute Of Technology, Vellore

8.11/10

**Intermediate**  
PAGE Junior College  
94.7%

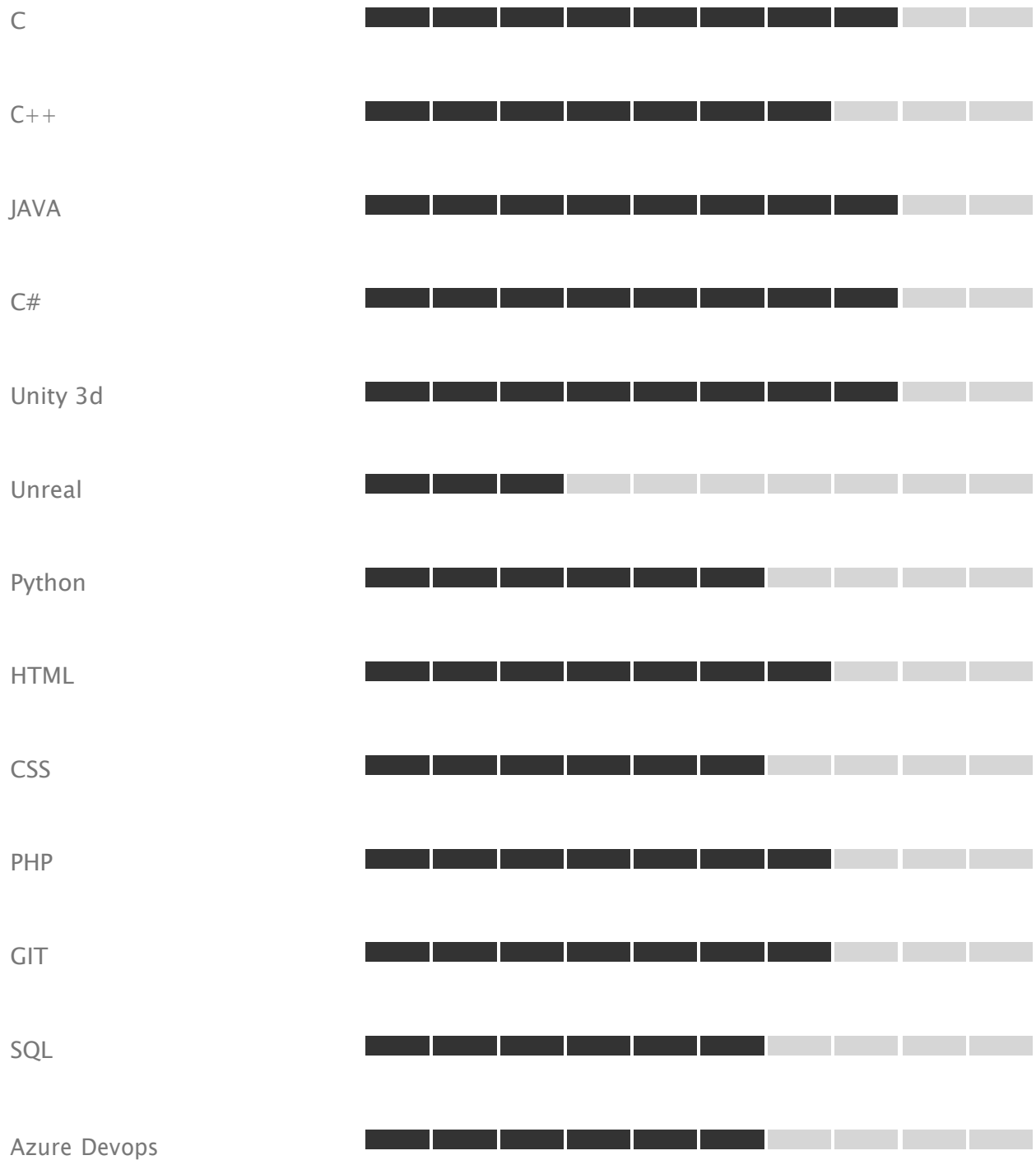
06/2015 - 03/2017

**High School**  
Bhartiya Vidya Bhavan Public School  
8.8/10

- 03/2015

## Skills

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## Certificates

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### Coding Ninjas

05/2020 - 09/2020

Certification for completing a course on competitive programming.

### Modern Algebra Nptel

08/2019 - 10/2019

A Elite Certificate From The " National Programme on Technology Enhanced Learning" For completing the course "Modern Algebra"

## Personal and Academic Projects

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### Obstacles Path (Unreal)

10/2023 - 10/2023

Many Obstacles are placed in in the pathway of the Player.

There Object can Move Vertically, Horizontally, and also can Rotate and sweep.

The player has to go through these obstacles and reach his final destination.

### Warehouse Wreckage (Unreal)

10/2023 - 10/2023

Simple Projectile based Game

Spawn and Launch Spherical Projectiles.

Hit Some Cans using those Projectiles and the Cans Fall Down.

### RECOGNITION OF MALICIOUS BOTS USING LEARNING AUTOMATAIN SOCIAL NETWORK

02/2021 - 06/2021

To create a small size social-network.

To Detect and block users who try spread malicious files.

### Multiplayer Top Spin Game (Unity)

03/2020 - 05/2020

It's an multiplayer game for android.

API used for multiplayer is PUN2.

Here for multiplayer connection RPC is used.

Here to player battle with each other with Tops.

When player dash against each other, they lose speed.

Whenever a player's speed becomes zero, he loses

### Racing Game Using Reinforcement Learning (Unity)

12/2019 - 04/2020

A flight racing game, where the enemy agents are trained using Reinforcement Learning.

A positive Reward is given whenever the agent passes through the check point.

If the agent misses the check point a negative reward is awarded.

### UNIVERSITY MANAGEMENT

07/2019 - 11/2019

A portal used for managing the administration department of the university

Electronic Services Firm Management Software

01/2019 - 04/2019

A software where the customer register issues regarding their devices and and can monitor their status using the software

Horror Survival Game(Unity)

12/2018 - 04/2019

A game in which zombies spawn at random locations and the player has to attack them to get points.

Casino Management System

07/2018 - 10/2018

A software made for managing different departments in a casino like Reception,Game,Food etc..

Skills



INTERESTS

Gaming, Game Development, Dc Comics, Mathematics, Quantum Physics

