


Sai Sushant Koranne

Game Developer

Personal Info

 sushantsai8@gmail.com

 09393027930

Education

- **BETech. Computer Science Engineering (8.11)**
Vellore Institute of Technology
Jul 2017 - Jun 2021
- **Secondary School (PCM) (94.7%)**
Page Junior Collage
Jun 2015 - Mar 2017
- **High School (8.8)**
Bharatiya Vidya Bhavan's Public School
Mar 2015

Skills

Unity - Expert

C# - Experienced

C++ - Beginner

Unreal Engine - Beginner

Java - Experienced

C - Experienced

Git - Expert

Links

[Portfolio](#)

[Github](#)

[LinkedIn](#)

Summary

I am a passionate game developer with 1.5 years of experience in the industry. I specialize in Unity and Unreal Engine, for 2d and 3d games. I am dedicated to creating engaging and immersive gaming experiences for players.

Work Experience

Game Developer, Super Huge Studios, Bengaluru

November 2022 - June 2024

- Collaborated with a team of game designers, artists, and animators to create a unique gaming experience.
- Developed 2d and 3d games using Unity 3d and C#.
- Collaborate with the QA team to resolve the Bugs and make sure that the game has the least number of Bugs.

DevOps Engineer, Cognizant, Hyderabad

August 2021 - November 2022

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

Projects

Obstacles Path (Unreal)

October 2023

- Many obstacles are placed in the pathway of the player.
- These objects can move vertically, horizontally, and can also rotate and sweep.
- The player has to go through these obstacles and reach his final destination.

Warehouse Wreckage (Unreal)

October 2023

- Simple Projectile-based Game
- Spawn and Launch Spherical Projectiles.
- Hit Some Cans using those Projectiles and the Cans Fall Down.

Multiplayer Top Spin Game (Unity)

March 2020 - May 2020

- It's a multiplayer game for android.
- The API used for multiplayer is PUN2.
- Here, for multiplayer connection, RPC is used.
- Here the players battle with each other with Tops.
- When players dash against each other, they lose speed.
- Whenever a player's speed becomes zero, he loses.

Racing Game Using Reinforcement Learning (Unity)

December 2019 - April 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.

Maniacs(Unity)

- This Game is a Horror Survival Game.
- The Player is spawned in a dark Location.
- Zombies spawn from random places and start chasing the player, and try to attack the Player.
- Player can collect different types of melee/shooting weapons to kill the zombies.