

Sasane Pavan Shivanand

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EXPERIENCE

Unity Game Developer, Ekanomatic V Studio

Jan 2022 - Feb 2022

- Worked on level designing in unity
- Understood the ongoing project and work on the same project as a game programmer

WonderWorld, GGJ + Core Holiday Jam

Dec 2020 - Jan 2021

- Made 3d survival horror game in world's largest game creation event taking place around the globe

PROJECTS

Into the hinderland

- <https://starboy007-debug.itch.io/into-the-hinderland>
- It is a 2d adventure game made in unity
- The aim of the game is to kill enemies and overcome the different obstacles to progress in-game

Invade

- <https://starboy007-debug.itch.io/invade>
- It is a 3d action-adventure game made in unity
- Some creatures from another planet trying to invade earth, they have already conquered a few parts of the earth. You're a part of an organization called PEACE your goal is to stop the invasion by killing their leader

CyberCity

- <https://starboy007-debug.itch.io/cyber-city>
- It is a 3d endless runner game made in unity
- The game is the same as subway surfer to collect points and avoid obstacle

Sky collectable

- <https://starboy007-debug.itch.io/sky-collectable>
- It is a 3d adventure game made in unity
- In this game, we have to collect gems and reach the destination in a given time

EDUCATION

Bachelor of Technology, Computer Science Engineering

Jun 2019 - May 2023

Indian Institute of Information Technology (IIIT), Design and Manufacturing, Jabalpur

CPI: 7.3

SKILLS

Game programming, Game designing, c#, c++, python, MySQL, blender, Daz3d, make human, Adobe Photoshop: