

# CHILAKALAPUDI SAI VENKATA GANESH

## Game Developer

Portfolio : <https://svganeshch.github.io>



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## SUMMARY

Passionate programmer, proficient in multiple programming languages and experienced in game development, backend and CI pipelines.

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## PROJECTS

### Kaine - Souls like combat game

- Developed multiple weapon based combat mechanics (attack, block, dodge) with a third person character controller.
- Implemented runtime weapon animation swapping using animator override controllers.
- Designed a state machine for managing character behavior and transitions.
- Led a development team, ensuring gameplay aligned with project goals.

## EXPERIENCE

### TheSundayGames

Jan - Present

- Worked on a grid based color matching puzzle game.
- Developed a scalable game design model to handle several types of grid arrangements.
- Developed a Editor tool to design custom levels.

### ArrowOS - Founder | Aftermarket AndroidOS | <https://github.com/ArrowOS>

- Founded and developed a performant, bug free Android OS firmware used across multiple devices.
- Managed full-stack development, CI pipeline setup, and backend infrastructure.
- Led code reviews and assisted developers in coding, debugging, and troubleshooting, fostering a collaborative development environment.

Additional Projects On Portfolio : [Game projects](#)

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## EDUCATION

### ICAT Design and Media College

2025

### BSc Hons (JNAFAU)

Computer Science and Game Development

- Cumulative GPA: 8.0

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## ADDITIONAL INFORMATION

### Technical Skills:

- **Game Development:** Unity (*Proficient*), Unreal Engine (*Novice*)
- **Programming:** C#, C++, Java, Python, Bash scripting
- **Web Development:** PHP, HTML, JavaScript, MySQL
- **Web Technologies:** Apache
- **CI/VCS Tools:** Jenkins, Github, Gerrit
- **Soft Skills:** Leadership, Project Management, Quick Learner

Languages: English, Hindi, Telugu