

CHILAKALAPUDI SAI VENKATA GANESH

SUMMARY

Experienced in game programming, backend systems, and Unity development. Passionate about designing efficient applications and immersive gameplay experiences. Skilled in crafting robust game mechanics and system designs.

EXPERIENCE

TheSundayGames | Unity Game Developer

Jan 2025 - Present


- Developing hyper casual mobile games with a focus on Match-3, Sorting, and other satisfying mechanics.
- Designing and working on engaging ad creatives to enhance user acquisition and retention.
- Developed custom editor tools for rapid level design.

PROJECTS

ArrowOS | Founder & Lead Developer | github.com/ArrowOS

2018 - 2022

- Developed a performance optimized Android OS firmware used across multiple devices.
- Managed full-stack development, CI pipeline setup, and backend infrastructure.
- Built a Web application interface bridge to pass build parameter to Jenkins CI Pipeline.
- Developed a secure download server for controlled file distribution, utilizing expiration-based access tokens and a centralized database to manage multiple mirrors efficiently.
- Led code reviews, debugging, and developer mentoring, fostering a strong team environment.

Kaine - Souls like combat game 

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

Boxed Up - Mobile

- Implemented Grid Based Dynamic Level Generation to create unique gameplay experiences for each session.
- Utilized DoTween for smooth animations and seamless transitions, enhancing visual appeal and responsiveness.

Additional Projects On Portfolio : svganeshch.github.io

EDUCATION

ICAT Design and Media College

Bachelors in Computer Science & Game Development

2021 - 2025

GPA - 8.0

TECHNICAL SKILLS

Game Development: Unity (*Proficient*), Unreal Engine (*Novice*), State Machines, Game System Designs

Programming: C#, C++, Java, Bash scripting

Web Development: PHP, HTML, JavaScript, MySQL, Apache

CI/CD & Version Control: Jenkins, GitHub, Gerrit

Soft Skills: Leadership, Project Management, Quick Learner