

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 strong emphasis on Match-3, Sorting, and other satisfying gameplay mechanics.
- Applying efficient Data Structures and Algorithms (DSA) to optimize game logic, performance, and memory usage.
- Creating high performing and engaging ad creatives to drive user acquisition and improve retention rates.
- Building custom Unity editor tools to streamline and accelerate the level design process.

PROJECTS

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.

ScrewMatch - Mobile (Match-3)

- 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.
- Implemented an event driven match checking system using a queue-based approach, enabling efficient slot allocation and dynamic slot swapping.

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.

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