CH SAI VENKATA GANESH

📱 : **8332822106**

✉ : **svganesh.chilakalapudi@gmail.com**

https://svganeshch.github.io/
linkedin.com/in/sai-venkata-ganesh-chilakalapudi

Passionate autodidactic coder with profound interest towards game development and immersive narrative creation, skilled in the full software development lifecycle and proficient in multiple programming languages.

PROJECTS

Kaine

A third-person Souls-like combat game

- Implemented weapon combat mechanics, including attack, block, and parry actions.
- Developed a third-person camera and character controller.
- Implemented runtime swapping of animator override controllers to handle animations across multiple weapons.
- Designed and implemented a finite state machine using the state design pattern for managing character states and transitions.
- Developed enemy AI derived from a base character class, leveraging a single animator controller for consistency.
- Adhered to proper coding standards and object-oriented programming (OOP) design principles throughout the development process.
- Leading the development team as Team Leader, collaborating closely with game designers.

The Sun

2D Game

- Developed a quick, fast-paced endless 2D tower defense game.
- Designed intricate levels and engaging game mechanics.
- Implemented a unique weapon mechanic of a light torch that can be thrown and recalled back.
- Created enemy AI that chase down the player and increases in difficulty exponentially.
- Built a simple, informative UI for enhanced player experience.

Light bending

3D Game

- Designed simple levels with variable difficulty for a first-person puzzle game involving math puzzles.
- Implemented mechanics for a laser to bounce off mirrors to solve puzzles.
- Developed a system for moving mirrors within the bounds of walls to create paths for the laser.
- Implemented a method to randomly generate numbers on each run for the mirrors.
- Worked on lighting to enhance the visual and gameplay experience.

ArrowOS | arrowos.net

Aftermarket Android OS | Founder

- Provided an aftermarket Android OS optimized for performance and bug-free experience across multiple devices.
- Managed both front-end and back-end aspects of the development process.
- Implemented a CI pipeline and set up back-end infrastructure.
- Made commits to improve and add features to the Android system.
- Led the review of commits and assisted other developers with coding, troubleshooting, and debugging.

EDUCATION

ICAT Design And Media College | 2021 - 2025

BSc (Hons) Computer Science and Game Development – 8.0 SGPA

Sri Chaitanya Junior Kalasala

MPC – 60%

Karthikey Concept School

X – 9.3 GPA

SKILLS

- Unity
- Git
- Jenkins / CI
- Leadership / Management
- Quick learner

PROGRAMMING LANGUAGES

- C#
- C++
- Java
- Python

SCRIPTING LANGUAGES

- JavaScript
- Bash

DATABASES

- MySQL
- MongoDB

WEB TECHNOLOGIES

- PHP
- HTML
- CSS
- Bootstrap

LANGUAGES

- English
- Telugu
- Hindi