CHILAKALAPUDI SAI VENKATA GANESH

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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

Amgo Games | 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

Merge Sticker Decor - Mobile (Match-3) 🔗

- Developed custom Unity editor tools to generate prefabs and associated game data, significantly improving content creation efficiency.
- Designed and optimized collider systems to accurately detect sticker overlaps while minimizing runtime performance overhead.
- Collaborated across the entire game development lifecycle, closely supporting designers by building editor tooling that enabled faster and more flexible level design workflows.

Color Connect Number - Mobile (Connect puzzle) 🔗

- Implemented Grid Based Level Editor tool to create and simplify level design.
- Implemented a BFS-based pathfinding algorithm to efficiently detect matches under turn constraints.
- Implemented an event driven match checking system using a queue-based approach, enabling efficient performance.

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   *2021 - 2025*
Bachelors in Computer Science & Game Development   *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