

# CH SAI VENKATA GANESH

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

## PROJECTS

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### Kaine (Academic Project)

*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.
- Implemented Dynamic footstep sounds based on surface type and movement speed.
- 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](https://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

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**ICAT Design And Media College | 2021 - 2025**

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

**Sti Chaitanya Junior Kalasala | 2013 - 2015**

*MPC – 60%*

**Karthikey Concept School | 2012 - 2013**

*X – 9.3 GPA*

## SKILLS

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- Unity
- GitHub
- Leadership / Management
- Quick learner

## PROGRAMMING LANGUAGES

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- C#
- C++
- Java
- Python

## SCRIPTING LANGUAGES

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- JavaScript
- Bash

## DATABASES

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- MySQL
- MongoDB

## WEB TECHNOLOGIES

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- PHP
- HTML
- CSS
- Bootstrap

## LANGUAGES

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- English
- Telugu
- Hindi