CH SAI VENKATA GANESH

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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

ProjectW (Current 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.
- 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
- GitHub
- 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