CHILAKALAPUDI SAI VENKATA GANESH

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🌐 **Portfolio** : https://svganeshch.github.io in 🐙

SUMMARY

Game Developer with expertise in Unity, and backend development, with a passion for creating immersive gaming experiences. Proficient in C#, C++ with hands on experience in game physics, AI behavior, and CI/CD pipelines.

EXPERIENCE

TheSundayGames | Game Developer Intern   **Jan 2025 - Present**

- Developed a grid based match three puzzle games with multiple grid configurations.
- Designed and implemented a scalable game design model to handle complex levels.
- Created a custom editor tool to assist designers in level creation.

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.
- Led code reviews, debugging, and developer mentoring, fostering a strong team environment.

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.

Additional Projects On Portfolio : Game projects

EDUCATION

BSc (Hons) in Computer Science and Game Development   **2021 - 2025**
ICAT Design and Media College
Cumulative GPA: 8.0

ADDITIONAL INFORMATION

Technical Skills:

- **Game Development:** Unity *(Proficient)*, Unreal Engine *(Novice)*
- **Programming:** C#, C++, Java, Python, Bash scripting
- **Web Development:** Apache, PHP, HTML, JavaScript, MySQL
- **CI/CD & Version Control:** Jenkins, GitHub, Gerrit
- **Soft Skills:** Leadership, Project Management, Quick Learner

Languages: English, Hindi, Telugu