



SUMMARY

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

EXPERIENCE

TheSundayGames | Unity Game Developer

Jan 2025 - Present

- Working on hyper-casual mobile games with a focus on Match-3, Sorting, and other satisfying mechanics.

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.

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](#) | [Other 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