

P. Venkat Ram Reddy

Education

National Institute of Technology, Warangal

B.Tech, Biotechnology

March 2010 - April 2014

Backstage Pass Institute of Gaming and Technology

P.G Diploma in Game Development and Design

May 2016 - July 2017

Experience

- **North Star Digital**

Independent Contractor

August 2019 - Present

- **PlayShifu, Bangalore**

Unity developer

June 2018 - July 2019

- **Hitwicket, Hyderabad**

Unity developer

October 2017 - June 2018

- **Seven Summits Studio, Hyderabad**

Lead Programmer

May 2017 - October 2017

- **Level2 Games, Hyderabad**

Lead Programmer

Feb 2017 - May 2017

- **GEP, Mumbai**

Software Engineer

June 2014 - Feb 2016

Projects

Crashy Cars : Real Time Multiplayer car arena.

- Network code for matchmaking and gameplay using Photon Unity Networking(PUN)
- Developed facebook based match-making system using Social Graph API
- Integrated Firebase Analytics for custom design metrics,Unity Ads and Google Play Services(Achievements,Leader Boards)

Soldier Combat : Real Time Third person multiplayer shooter

- Network code for matchmaking , gameplay and state management using Photon Unity Networking(PUN)
- Developed a robust weapon update and management system
- State machine based simple AI for Bots

Hitwicket : Realtime multiplayer support and UI Optimization

- Integrated photon unity network for realtime player vs player matches
- Fixed frame rate issues on low end devices
- Developed feedback oriented selection screens and animations

PlayShifu : OpenCV based game development and Integration

- Plugo Link - Hexagonal piece puzzle/building game for kids
- Gameplay and UI
- Contour detection and processing
- Prototyping with ARkit for interactive gameplay

Northstar Digital : Digital version of evolution card/board game

- Support for porting to Nintendo switch
- Ported the game to UWP
- AI Implementation for new cards
- Server side javascript support
- Improved new user login flow and ELO related improvements

Gamejams and side projects:

- Real time chess - Cheoss
- Procedural rhythm game - Kill da beat
- Glitchy - Bug fixing game
- Wave tuning puzzle game - Meltdown
- Hacker themed pattern game - Hakk and Krash
- 2D biological transmission themed tower defense - Cell Hell
- 2.5D platformer - Eden se7en

Skills

- Game Engine : Unity
- Blender : Can make a donut
- Programming Languages : C#,C++,JavaScript,Python
- Project Management : Team Foundation Server(TFS),JIRA,Asana

Profile

- **Github** : <https://github.com/wickedcube>
- **HackerRank** : hackerrank.com/WickedCube