

CHIKKA PRAVEEN

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OBJECTIVE

I'm a student leveraging studies in game development seeking real-world experience as a Game Developer/Programmer. Offers strong interpersonal and task prioritization skills. My ultimate goal is to obtain a position as a game developer in a reputable company where I can apply my skills and experience to create high-quality, engaging games that provide players with immersive and rewarding experiences.

SKILLS

- Proficient in programming languages such as C#, C++,JAVA.
- Expertise in game engines such as Unity and Unreal Engine.
- Strong knowledge of game mechanics, level design, and game balancing.
- Strong problem-solving skills and attention to detail.
- Competent in Autodesk Maya.
- Excellent communication and presentation skills

PROJECTS

PONG GAME 2D [SOLO-PROJECT]

- Developed a 2D 2 player pong game using Unity engine

CARROM BOARD MOBILE GAME 2D [SOLO-PROJECT]

- Developed a 2D 2 player Carrom Board game using Unity engine

GHOST TREASURE 2D [SOLO-PROJECT]

- Developed a 2D platformer game using Unity engine
- Designed game mechanics, levels, and character movement
- Some visual assets are taken from Unity Asset Store.

VAMPIRE'S LAIR 3D [SOLO-PROJECT]

- Developed a 3D shooter game using Unity engine
- Designed game mechanics, level, and character movement
- Visual assets are taken from Unity Asset Store.

CAR RACING MOBILE GAME 3D [SOLO-PROJECT]

- Developed a 3D Car Racing game for mobile using Unity engine
- Designed a level.
- Visual assets are taken from Unity Asset Store.

VR - [SOLO PROJECT]

- Developed a small Virtual Reality game using Unity engine.

DEADMAN'S DEATH PLAY 3D - [TEAM PROJECT]

- Worked on a team of developers to create a Third-Person Zombie Shooter game using Unity Engine.
- Collaborated with designers to create challenging puzzles and level designs
- Implemented Some of the game mechanics and user interface features using Unity UI tool kit.

PARKOUR AND CLIMBING SYSTEM 3D

- Running, Jumping, Climbing, Ledgeing .
- Animations are taken from Mixamo.

UNREAL ENGINE

- Created open game world design

LINK (Personal Website)

<https://chpraveen.netlify.app/>

EDUCATION

BSc(Honors)Computer Science And Game Programming

[2020 - Present]

ICAT Design And MediaCollege , Hyderabad, Telangana.

Currently completing courses in Computer Science and Game Development.

INTERMEDIATE(MPC)

[2018 - 2020]

Gitam Junior college, Ecil, Hyderabad.

Graduated with an aggregate of 59%.

SSC(10th)

[2018]

St.George's high school, Mouali, Hyderabad.

Passed out with a GPA of 7.7.

LANGUAGES

- ENGLISH, HINDI, TELUGU