SANJAY SATISH KRISHNA
GAME PROGRAMMER

CONTACT

☎ +91 7507893320

✉ sanjaykrish139@gmail.com

📍 Currently in Bengaluru, and open for relocation as per job requirements

🌐 My Portfolio

in LinkedIn

EXPERTISE SKILLS

- Unreal Engine 5(Blueprints and C++)
- Unity3D
- Photon Unity Networking (PUN)
- Adobe Photoshop, and Premiere Pro
- MySQL

LANGUAGE

English ●●●●●●○

Tamil ●●●○○○○

Hindi ●●●●○○○

Marathi ●●●●●○○

INTEREST

💻 Making Games

🎮 Playing Games

🎸 Playing Guitar

📚 Learning new technology

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01 PROFESSIONAL PROFILE

I am an engineer with keen interest and passion in developing video games. I am eagerly looking forward to work in game development companies as a developer to contribute to the design and development of games in multiple platforms. I possess strong analytical/programming skills and passion in game development and eager to enhance my knowledge in emerging technologies as part of my work.

02 EDUCATION

Advanced Diploma in Game Development
Backstage Pass Institute of Gaming and Technology (2022-2023)
- Currently pursuing the course

B.E. Mechatronics
Rajalakshmi Engineering College, Chennai (2018-2022)
- CGPA: 7.75 / 10

03 MY PROJECTS

Supercharged(Blueprint) - Unreal Engine 5 (Sep 2022 - Current)
Gameplay Programmer
- Created Enemy AI.
- Created a system for widgets on interactable objects using interface.
- Created a wall and platform spawning system that dynamically changes its orientation with the player.
- Created and implemented puzzles (object lifting, placing object of a specific weight to open a drawer, connecting and interconnecting wires, laser puzzle).

Soccer Party(Blueprint) - Unreal Engine 5 (Feb 2023 - Mar 2023)
Gameplay Programmer
- Created Enemy AI logic, and cheering audience.
- Created ball passing and shooting mechanic.
- Created a manager that manages overall ball and player spawning, score, and timer.

Music Mayhem(Blueprint) - Unreal Engine 5 (Feb 2023 - Current)
Gameplay Programmer
- Created piano key mechanic where jumping on a key makes the respective key sound.
- Created a "Next note to play" hint mechanic like the guitar puzzle in The Last Of Us II.

SpaceFPS (C++) - Unreal Engine 5 (Dec 2022 - Current)
Gameplay Programmer, Game Designer
- Created a multiplayer plugin using C++, usable for any game.
- Created player movement mechanics.
- Created and implemented animation blueprints along with blendspaces based on input and player state.

The Forbidden Mirror - Unity3D (Nov 2022 - Dec 2022)
Gameplay Programmer, Game Designer
- Created basic shooting mechanic with raycast.
- Created UI system.
- Created logic for progressing into next level.
- Created enemy mirror movement mechanic.

Pumpkin Shooter - Unity3D (Sep 2022 - Sep 2022)
Gameplay Programmer, Game Designer
- Created basic shooting mechanic with raycast.
- Created score system, timer and pumkin spawn.
- Created enemy AI for the pumpkins to follow the player.

Save Our Souls - Unity3D (Oct 2022 - Current)
Gameplay Programmer, Game Designer
- Created basic shooting mechanic with raycast.
- Created multiplayer system using Photon to connect players.
- Created enemy AI system for players to interact with and kill in the environment.
- Created tower synchronization system which is the main objective of the game,