

Sanjay Satish Krishna

Game Developer

✉ sanjaykrish139@gmail.com ☎ +91 7507893320 📍 Hyderabad, India

🐙 Github 🌐 LinkedIn 🔗 My Portfolio Website



👤 Profile

- I am a Unity Game Developer with nearly 2 years of experience in game programming, design, and testing. I have strong proficiency in both Unity3D and Unreal Engine, as well as in coding languages such as C#, C++, and Blueprint.
- Additionally, I am skilled in technologies including C#, C++, Java, Python, and SQL. I have personal experience with front-end web development and several AI/ML projects.
- I am a quick learner, capable of easily adapting to new technologies. As games are multidisciplinary software, I have a proven ability to communicate and collaborate effectively with artists and designers.

📁 Professional Experience

Unity Game Developer

Amgo Games

08/2023 – present

Hyderabad, India

- I am a feature developer and level designer of the game Trainscapes.
- Pitched ideas for new modes and features that brought in more audience retention and revenue generation.
- Designed creative levels for the game which was also bringing in more player retention.

Gameplay Programmer (Unreal)

Gamer2Maker

09/2022 – 08/2023

- I wrote and maintained optimized codes for the game. As a part of this, I created the puzzles, its mechanics, and the interaction system.
- I contributed in the optimization of the system.
- I contributed and maintained the UI-UX of the game, its sounds and behavior.
- Apart from coding, I also created colliders for all the objects in the game, and participated in some level design.

🎓 Education

Game Programming and Production

Gamer2Maker

2022 – 2023

Hyderabad, India

Advanced Diploma in Game Development

Backstage Pass Institute of Gaming and Technology

2022 – 2023

Hyderabad, India

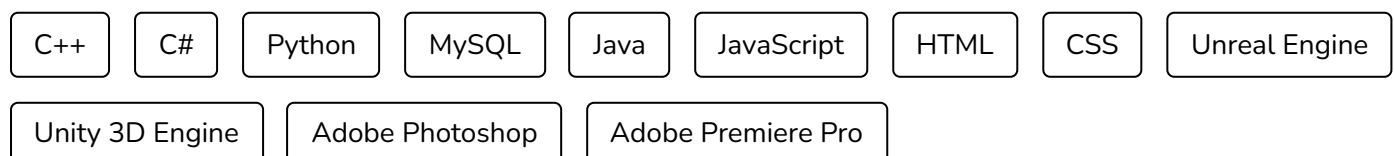
B.E. Mechatronics

Rajalakshmi Engineering College

2018 – 2022

Chennai, India

🧠 Skills



Projects

Trainscapes Traffic Puzzle

11/2023 – present

Game Programmer, Level Designer, and Game Designer

As a part of Trainscapes, I have been a part of making the mechanics, implementing new features as updates, and entirely responsible for the level design of the game, which ultimately is responsible for the revenue the game is generating as it is engaging and retaining players.

Supercharged

09/2022 – 08/2023

System Programmer | UI-UX Developer | Website Developer

- Created Enemy AI.
- Created interaction system using interface concepts, and objective system.
- 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

02/2023 – 03/2023

Gameplay Programmer

- Soccer party is a soccer/football game made in Unreal Engine 5.
- I have implemented game's non playable characters Artificial Intelligence code. Based on what team they are assigned to, they will shoot the ball to the respective side.
- I have made the pass and shoot mechanics from scratch, as well as overall game system like goals, outside and timeout.

AutoCart

03/2021 – 03/2022

Team Lead | Python programmer | Automation Engineer

- AutoCart is a smart shopping cart that allows customers to have their products billed as they place them in the cart instead of waiting in queues for billing. The cart uses computer vision to check for barcodes, retrieves product prices and names from a database, and updates the bill accordingly.
- I used MySQL for database checking and updating, and Python for both the billing software and the computer vision code that checks for the products. I also implemented an automated email sender so that users can receive their bill once they finish shopping.
- In addition, I utilized Raspberry Pi and Arduino to make the cart foolproof and prevent potential fraud, such as customers hiding the barcode while placing the product in the cart. The cart uses weight sensors to detect if a new object is placed without a scanned barcode and warns the user if this occurs. It also employs a separate camera to detect and follow its user, eliminating the need for the user to push the cart.

Courses

Artificial Intelligence & Deep Learning

04/2020 – 07/2020

360 DigiTMG

Chennai, India

Java Programming

01/2017 – 04/2017

NIIT

Pune, India