SAMEER DESARAJU

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EXPERIENCE

06/23 - Present   **Unity Developer**
WebAppClouds LLC | Hyderabad

· Minigames design and development according to Client requirement.
· Developing and embedding games in native iOS, Android and WebGL platform applications.
· Editor Scripting for design tools and functionality systems.
· Working with REST APIs for real-time saving and flexible setup.

06/22 - 06/23   **Unity Game Developer**
Bigcode Games | Hyderabad

· Application development (Scratch) in Unity Engine and C#.
· Rapid prototyping and testing of Innovative Game Mechanics.
· Involvement in the Design process with Game/Level Designers for GDD.
· Maintain and update codebase for live games.

Titles Worked   Unicorn Pull the Pin, Evil Rider, Kluster Magnet, 3D Ball Run, Word Search Puzzle

08/21 - 04/22   **Freelance Unity Developer**
Freelance services | Hyderabad

· Unity 3D Game design and development
· Third Party Plugins, Admob, Firebase and google play services integration.
· 2D, 3D low poly, Pixel Art asset creation.

05/19 - 01/20   **Technical Support Associate**
Glu Mobile | Hyderabad

· Understanding and analyzing the game's design elements and features.
· Player's game profile investigation and technical support.
· Convey game content and feature info to the players.

Titles Worked   Deer Hunter, TapSports Baseball, Kim Kardashian - Hollywood, Diner Dash Adventures

SKILLS AND ABILITIES

Programming   C#, C, C++, HLSL (Shaderlab)

Technical   Data Structures and Algorithms, OOPS, Design Patterns, REST APIs, Git

Tools   Unity Engine, Adobe Photoshop, Visual Studio, Blender, Jira

EDUCATION

2016 - 2018   **Technology Entrepreneurship Programme**
Indian School of Business, Hyderabad, IN

Design Thinking, Entrepreneurship, Financing Start-ups and Business workflows

2014 - 2018   **Bachelor of Technology in Mechanical Engineering**
Hyderabad Institute of Technology, Hyderabad, IN

C Programming and Data Structures, Production Technology, Fluid and Solid Mechanics, Dynamics and Kinematics of Machinery

Projects

2022   **Cascade Fishing**

· A 3D game made for Mini Game Jam (Hosted on itch.io) in 48 hours for PC
· Implemented Arrow drag to shoot controls in Unity 3D
· Modelled 3D assets for the game in Blender and Implemented Water shader from scratch using Unity ShaderGraph
Itch.io Listing

2021   **Astrona – 2D Space Shooter**

· Implemented responsive game mechanics and functional UI.
· Integrated Google Admob, Firebase and Google Play Services and launched in play store.
PlayStore Listing