

# SRIRAM

## GameDeveloper | UnityExpert

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Kanniyakumari, Tamilnadu

## SUMMARY

Creative and tech-driven Game Developer skilled in Unity, AR/XR, and multiplayer mechanics. Developed multiple indie projects and prototypes with a focus on gameplay, UI/UX, and immersive tech. Community mentor and passionate about pushing the boundaries of interactive storytelling.

## EXPERIENCE

### Game Developer Intern

#### [Dasasloki Entertainments](#)

01/2025 - 06/2025  Trissur, Kerala

- Assisted in rigging characters for smooth animations and gameplay interactions in MOBA Project
- Developed and implemented enemy characters and AI behaviors, enhancing gameplay challenge and engagement.
- Contributed to level design and world-building, creating immersive environments for players.
- Collaborated with the team to optimize assets and ensure efficient Unity project workflows.

### Unity Game Dev Mentor

#### [Byte Bash Blitz](#)

2023 - Present  Azhikal, Kanniyakumari

- Guided beginner developers in learning Unity, C#, gameplay systems, and core engine workflows through Q&A and live help.
- Helped learners troubleshoot bugs, understand debugging tools, and build problem-solving approaches instead of quick fixes.
- Encouraged clean coding habits, Git usage, project structure discipline, and iteration-based development.
- Participated in community discussions, answered questions, and helped maintain a positive, collaborative learning environment.

### Independent Game Developer

2023 - Present

- Built multiple gameplay prototypes including a MOBA, Flappy Bird clone, Fruit Ninja-style slicing game, and arena brawler concepts
- Worked with multiplayer concepts using Olympics, including server-authoritative logic, client prediction, sync behavior, and debugging network lag
- Optimized project performance using Unity Profiler and best practices (batching, pooling, memory management)
- Followed iterative development workflows with Git/GitHub and rapid testing cycles.

## EDUCATION

### Higher Secondary Education

#### [Hindu Vidyalaya Higher Secondary School](#)

2012 - 2022

 Thuckalay, Kanniyakumari

### B.E Computer Science & Engineering

#### [Stella Mary's college of Engineering](#)

2022 - Present

 Azhikal, Kanniyakumari

## PROJECTS

### MOBA Game Prototype

Built a multiplayer MOBA-style prototype game in Unity with core mechanics like lane AI, hero abilities, and real-time team combat. Included minimap UI, creep spawning, and scalable gameplay systems using C# and Netcode.

### Flappy Bird & Boom Bash

Built small Unity prototypes like Flappy Bird and Boom Bash, focusing on tight controls, quick gameplay loops, simple physics, obstacle spawning, enemy waves, and punchy game feel using rapid prototyping to learn mechanics, polish, and fast iteration sets, improving development time for indie developers.

## KEY ACHIEVEMENTS

### Game Dev Community Mentor

Mentored Peers and Led game dev Community clans, hosting sessions, assigning rookie dev tasks and promoting collaborative Learning.

### AR Prototypes

Explored and Built Prototypes in XR/AR education, combining image tracking, spatial UX, and Unity UI.

### 3D Modeling & Rigging

Rigged 3D characters and props using Blender and Cascadeur for use in Unity game prototypes and AR experiences.

### Gameplay Scripting

Wrote scalable and modular C# scripts for gameplay systems, including player movement, shooting and health in unity.

## SKILLS

- Scriptable Objects
- AR & VR Development
- Level Design
- Gameplay Scripting
- Physics & Collisions
- Problem Solving
- Collaboration
- Gameplay Mechanics

## CERTIFICATIONS

- Unity Junior Programmer
- AWS Academy Graduate - Cloud Foundations Training Badge
- Foundational C# with Microsoft