



# VISHAL KUMAR VARMA SIRIKONDA

UNITY GAME DEVELOPER (4+ years)

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Portfolio: [www.hunterkirito.in](http://www.hunterkirito.in)

GitHub: [github.com/HunterKirito8055](https://github.com/HunterKirito8055)

## PROFESSIONAL SUMMARY

- Experienced Unity Game Developer with 4+ years of expertise in developing and optimizing games using Unity3D, C#.
- Passionate about building immersive gaming experiences with strong problem-solving, AI, multiplayer networking, and performance optimization skills.
- Robust knowledge in creating games while working with various teammates and independently.
- Capable of achieving intended concepts according to project requirements by utilizing diverse technology resources.

## Technical Skills

- **Game Development:** Unity3D, C#, C, Unreal Engine, C++
- **AI & Pathfinding:** NavMesh, A\* Pathfinding, Finite State Machines (FSM)
- **Multiplayer & Networking:** Photon PUN, Mirror Networking, Netcode for GameObjects
- **Optimization Techniques:** Object Pooling, Garbage Collection, GPU & CPU Performance Tuning, Profiling (Unity Profiler, Deep Profiling)
- **Best Practices:** SOLID Principles, Singleton, Event-Driven Architecture, Scriptable Object Architecture

## WORK EXPERIENCE

TerraByte Technologies Pvt. Ltd., Bangalore (Jan 2024 – Present)

Unity Developer ([Terra: Limitless Gaming World!](#)) ([AppStoreLink](#))

- Contributed to the development of Terra: World of Arcade Games, a user-generated content (UGC) gaming platform.
- Enhanced the studio application, enabling users to create custom games with minimal coding.
- Implemented user-centric features, including UI design, editing tools, and collision visualization/editor.
- Developed functionalities in an ECS framework, integrating REST APIs for specific use cases.
- Transitioned into a new game development team, working on Merge 3D, Basketball 3D, and currently a Counter-Strike-style multiplayer shooter and other 3D games which are published in the Terra App In PlayStore and AppStore.

Aarquie Solutions (Jan 2022 – Jan 2024)

Unity Game Developer

- Developed **Android and Windows** applications for international clients, focusing on performance and user experience.
- Collaborated with **Aarquie Solutions (USA)** for client-based game projects.
- Improved game mechanics and redesigned **UI for iOS & Android**, enhancing engagement.
- Managed **multiple projects** involving custom CRM and resource management systems.
- Deconstructed the existing systems and altering them to construct various parts of game design that enhanced the gameplay.

- Redesigned the UI pages, as well as their implementation for android and iOS devices.
- Multiple projects with varying timelines, including a custom CRM and resource management project, were managed.

## Launchship IT & Media Services, Hyderabad (Nov 2020 - Jan 2022)

### Jr. Unity Game Developer

- **Programmed core game mechanics** for various mobile and PC titles, ensuring smooth gameplay.
- **Optimized game performance**, reducing load times and improving FPS stability.
- Worked with cross-functional teams to create engaging player experiences.
- Designed documentation for **game flow, UI/UX, and art specifications**.
- Worked closely with Team Lead, Team Manager and Colleagues to break down project goals into various job duties and tasks.

## EDUCATION

🎓 **Post Graduate Honours in Data Science** – IIIT Bangalore (UPGRAD) (2022 – 2023) (GPA: 3.8/4.0)

🎓 **PG Diploma in Game Development** – Backstage Pass Institute of Games & Technology, Hyderabad (2019 – 2020) (81.4%)

🎓 **B.Tech in Computer Science Engineering** – [HOLY MARY INSTITUTE OF TECHNOLOGY & SCIENCE Hyderabad – Engineering College](#) (2015 – 2019) (GPA: 6.1/9.0)

## PROJECTS(More at : [HunterKirito](#))

### Commando FPS – (TerraByte Technologies)

- Join us as we dive into the thrilling world of our new FPS game, developed in Unity.
- This fast-paced shooter brings the excitement of classic gameplay reminiscent of Counter-Strike, featuring intense firefights and strategic team play.
- 🎮 Watch: <https://youtu.be/IQpiBfGu1Cg?si=zYi70ZF4ObeUtbqa>

### BasketBall 3D – (TerraByte Technologies)

- Get ready to hit the court with our exciting 3D basketball game!
- Enjoy-paced 3 vs 3 matches on a shorter playground, where every second counts. Unleash your skills and a blast as you dribble, dunk, and shoot your way to victory!
- 🎮 Watch: <https://youtu.be/-zDYUjmqErI?si=NvT-9Q5M7P5XPeNT>

### Dawn of Asuras (VR Gameplay) – Personal

- Built an immersive VR world featuring AI-driven monsters and physics-based interactions.
- 🎮 Watch: <https://youtu.be/rRdlUzVn4p8>

### Genetic Farm Simulation (Full Development)(Aarquie Solutions)

- A farming simulator which has a DNA system of Crops using Allele pairs, a biology formation of genes which affect specific traits of the offspring of the crops.
- Developed a climate system that has 4 seasons and temperatures vary according to the time of the day.
- Constructed the time system, crop growing and procuring mechanics from the data sheets given by the client which can later be edited from streaming assets from the build too.
- 🎮 Watch: <https://youtu.be/edALDuhbXv0>

### Ghosts Survivor Battle (Prototype) (Aarquie Solutions)

- A rip off game of vampire survivors but with different ghosts of variety in traits.
- Link: [https://youtu.be/e3lmv\\_5h0i0](https://youtu.be/e3lmv_5h0i0)

### **Walle - Reclamation (Prototype) (Aarquie Solutions)**

- A robot lost somewhere on mars trying to find a way to earth but before that it has to build machines that extract fuel components and survive.
- Link: <https://youtu.be/NeOzgWXtpv8>

### **Car Simulator (Launchship Studios)**

- A simulation of driving car that has instructions from basic engine start to advanced traffic system.
- GPS navigation feature along with rerouting is developed.
- Link: <https://youtu.be/hRFI5TEsbms>

### **Natures Call - Endless Runner (Aarquie Solutions)**

- The player has to run to find a restroom which fills with lot of fun
- Link: <https://youtu.be/aWAKTudwqu8>

### **Bus Driving Simulator (Launchship Studios)**

- Developed **bus mechanics, passenger pickup/drop-off system, UI, and minimap.**
- Implemented **comfort-based scoring, achievements, and store system.**
- Project Link: [HunterKirito8055/Bus-Simulator-2021 \(github.com\)](https://github.com/HunterKirito8055/Bus-Simulator-2021)
- Video Link: [https://youtu.be/EO\\_kZGK0KTK](https://youtu.be/EO_kZGK0KTK)

### **Other Projects include**

- A Match 3 Tiles Game: - [HunterKirito8055/2D-Match-3 \(github.com\)](https://github.com/HunterKirito8055/2D-Match-3)
- Cyber Cave Minor team Project: [HunterKirito8055/Cyber-Cave-TeamProj \(github.com\)](https://github.com/HunterKirito8055/Cyber-Cave-TeamProj)
- MathsWorld (Rapid Prototype) - <https://youtu.be/xmWQCddT7FI>

### **Portfolio Website**

<https://www.hunterkirito.in/>

### **DECLARATION**

I hereby declare that the above-mentioned details are certain as per the best of my knowledge.

**Vishal Kumar Varma Sirikonda**