Mobile No. : +91-7795319661   **E-Mail Id:** mvkrishnaaa@gmail.com

Krishna Mv

Portfolio Link: mvkrishna.weebly.com

Skype ID: cooolkrish

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Objective

To further advance my skill as programmer and scripter by creating original and engaging experiences.

Summary

- Having 1 year of programming experience in gaming domain and worked on various game engines and game dev kits such as Unity 3D, html5 and Flash for mobile and eager to learn more.
- A quick learner and an efficient team player delivering with strict deadlines.
- Versatile in multiple platforms with a strong logic and an innovative thinker.
- Strong Debugging and troubleshooting abilities.
- Adheres to development methodology and documentation process.
- Having a 3 years of educational experience in gaming and worked on different tools and very passionate to make and play games.

Skill Set

Programming Languages: C, C++ (DirectX), C#, Action Script 3.0, Unreal Scripting, J2ME, Java, Javascipt

Tools: Tortoise SVN, Smart SVN, Beyond Compare, Visual Studio, Monodevelop, Flash, Photoshop, Illustrator.

Game Engines: Unreal Engine 3.0, Unity 3D, DirectX 9.0

Framework: Phaser (Html5), Xna Game Studio

Domain: Programming – Game Development

Professional Experience

Company: Dhruva Interactive Pvt Ltd, Bangalore

Role: Junior Game Programmer, **Experience:** 1 Year

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1. Unannounced title for browser based game [January 2014 – till date]

Platform: HTML5 – Phaser Framework, JavaScript, Mobile and Desktop browsers.

Tools: Flash, Action Script 3.0

Responsibilities

- Identification of suitable framework for the game and testing out the platform thoroughly to avoid unexpected surprises in the middle of the game.
- Creating generic game level editor for the designer to make interactive levels.
- Creating highly reusable code which handshakes json object
- Implemented on game states, efficient resource management and game controls both in touch and Mouse interface efficiently.
- Efficient implementation for localisation for the game in more than 8 languages and UI Development.

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2. Spooky Treats [November 2013 - December 2013]

Platform: Unity 3D, C#, Android.

Tools: Prime31 Plugins - Social Networking Plugin (Facebook, twitter), Etcetera Plugin (SMS, Email)

Responsibilities

- Integration of Facebook, twitter, sms and email features in the game.
- Implementation of survival mode in the game and special effects in the game.
- Bug fixes related to android issues.
- Ported for android and published on Google play store (http://goo.gl/LHEq6g).

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3. Capt'n Sharky: Sea Adventures [August 2013 – October 2013]

Platform: Unity 3D, C#, IOS and Android.

Tools: Mobile Movie Texture Plugin, Split APK

Responsibilities

- Preproduction of the game and the process of making TDD and UML Diagrams
- Involved in development of game play elements like game controls, masking, and asset management.
- Found an optimal solution for the engine related limitations in the production of game.
- Integrated Mobile movie texture for playing cut scene videos
- Implementation of Split apk in unity for the Google play apk size limitation.
- Android Link : http://goo.gl/ep7fSG   , IOS Link : http://goo.gl/YmaUmW

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4. Unannounced title for Android App [July 2013]

Platform: Unity 3D

Tools: Ad mob, Flurry, Chart boost, Split APK, In App Billing, Etcetera Plugin, Tapjoy Plugin

Responsibilities

- Implemented interstitial ads, Chartboost video ads, In Game pop ups, Tapjoy coin monetisation
- App tracking flurry, Split apk for Google play store limitations
- Troubleshooting problems throughout plugin integration.

Intern (February 2013 – April 2013)

Platform: Unity 3D

Tools: Smart SVN

Responsibilities

- Remade *"Congo Bugs"* match 3 game for all mobile devices.
- Made an editor in Unity for the designer to implement the level.
- For designers flexibility, re-architecture and optimised the level editor.

Education

B.A in Game Development	University of wales	71%
HSC	SRV School	90.4%
SSC	VSBHSS	86.2%

College Projects

Swipe My Crate	Strategic Time Management Game – Unity 3D in C#	http://goo.gl/Fv21Q7
Mini Max Adventures	Action Adventure – Unreal Engine 3.0 in Unreal Scripting	http://goo.gl/gDLV9C
Cops On Duty	UDK prototype inspired by COD Unreal Scripting	http://goo.gl/ZLCmLA
DirectX 9.0	C++ , Casual Game genre in 2D	http://goo.gl/eHqw3L

I've experimented on various tools and made few prototypes, kindly have a look at my portfolio (mvkrishna.weebly.com).

Languages: English, Tamil

Interests: Playing games, playing games, playing games and make games as well.

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