

SUBBA RAJU VARMA DANDU
Expert Unity3D Game Developer / Game Generalist Programmer
(Art- Code- Design)

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Career Objective

To acquire a challenging position as a game developer or a game generalist that will make the best use of my technical and artistic skills as well as my experience.

I'm seeking a career that offers me an excellent growth opportunities and value addition in a growing concern.

My vision in life is to face and achieve excellence always performing with integrity, sincerity and professionalism.

Career Profile

- Working as a **Game Programmer, Concept Artist, Visual Game Play Designer** and at “**Bluegiant Interactive**”, Hyderabad, India”, from **January, 2013** to **till-date**.
- Worked as a **CG & AI Researcher, Game Producer, Art and Technical Director** at “**Codelinegames, Visakhapatnam, India**” from **August, 2007** to **January, 2013**.
(Worked and completed my dream game title, The Adventures Of Pluto for PC)
- Worked as an **Art Director & Technical Director for an USA Home DVD** in association with “**Sunshine Animations, Visakhapatnam, India**”, from **April, 2010** to **January, 2011**.*(Parallel Project)*
- Worked as a **3D Modeler and Technical Animator** in “**Gaian Software Solutions, Visakhapatnam, India**”, from **February, 2007** to **March, 2007**.
- Worked as Mentor for **3D modeling, texture painting, rigging, animation and rendering** in “**Academy Infotech, Visakhapatnam, India**”, from **March, 2006** to **November, 2006**.

Professional Summary and Experience

I have more than **8 years (in total)** of game and animation industry experience on the broad spectrum of fields, centric to computer and mobile game development.

I have **6 years and 11 months (83 months)** of experience in diversified fields of **CGI (Pre-rendered animation content)** and have **5 years 10 months (70 months)** of experience in **real-time CG (Real-time game content creation and programming)** and **AI for games**.

I have more than 5 years of experience on Unity3D game development and its tools programming.

I acquired a very good knowledge on creating and optimizing of art content for games and programming for games. I'm working as a **Game Programmer, Concept Artist, and Visual Game Play Designer** presently.

Awards and Recognitions

I got Intel® Software Premier Elite Partner Member ship certificate for optimize my dream game title, The Adventures Of Pluto on their 2nd and 3rd gen Core ix processors.

Skills Set

I have the following skills set

Technical Skills Set

- Very good experience on game development using **Unity3d®** engine.
- Very good experience on **C#** programming language.
- Good experience on engine tools development using **Unity3d** via editor scripting etc.
- Good experience on code optimization techniques for mobile platforms.
- Good experience on performance profiling on both mobiles (Unity Profiler) and PCs (Using Intel GPA)
- Good understanding on Vector, Quaternion, Coordinate geometry, and Matrix Math.
- Good understanding on Newtonian Physics applicable for computer simulations.
- Good understanding on Artificial Intelligence techniques applicable for games.
- Good understanding on Object Oriented Programming concepts.
- Good experience on real-time shader authoring using nVidia® Cg® for both fixed function and shader model pipelines with target hardware in mind.
- Experience on C++
- I have the working knowledge on rendering APIs like Direct 3D® and Open GL®.
- I have the theoretical knowledge on lighting models like Lambert, Phong, and BRDF etc.
- I have the ability to work on any type of next gen game engine, like **Unity3d®**, **Unreal®**, Torque®, and Neo Axis® etc.
- I'm willing to learn new technologies and techniques.

Art Skills Set

- Very good experience in Lighting and Rendering for both animation and game production including engine customization and exporting.
- Good experience on art assets optimization techniques for mobile platforms.
- Good experience in Modeling, Digital Sculpting and Texture painting for low poly as well as next gen game production.
- Experience in 3D Character animation using Motion Capture technology along with handmade approach.
- Experience in Dynamic simulations for both animations and games.
- Experience on MEL® (Maya Embedded Language) programming.

Design Skills Set

- Strong understanding on game production pipeline.
- Good Artistic skills on conceptual design and rendering.
- Good understanding on color theory.
- Good understanding on UML on Structural and Behavioral modeling of systems.
- Good understanding on game mechanics and its visual storytelling.

Aspiring Skills Set

- I am pursuing my MCSD: Windows Store Apps using C#.
- I am learning and practicing Python for Maya on top of my MEL knowledge.

Research & Development and Tools

PranaAI® System: PranaAI® system is a Sensory based Autonomous Robot AI framework, which I'm developing in-house for my games.

TouchMe!: My own implementation of camera based GUI system for Unity3D. (WIP)

Light Mapping Tools: I have made a couple of Unity3d editor tools to speed up my lighting and rendering process inside Unity3D.

Express Toolbar: A handy utility for quick prototyping in Unity3D.

Version Back-up Tool: I have written a version back-up utility for my Unity3D projects.

Please have a look at my portfolio for more information with screen shots:

http://codelinegames.com/VARMA_PORTFOLIO/programming.html

Software

OPERATING SYSTEMS	Windows 98/XP/2000/Vista/7/8/8.1
MOBILE PLATFORMS	Android, iOS and Window Phone 8
PROGRAMMING LANGUAGES	C#, C++ and Cg (Graphics and Shader programming)
ART TOOLS	Adobe Photoshop, Autodesk Maya, Mudbox, Motion builder, 3DCoat, Autodesk 3dsmax.
ENGINES AND MIDDLEWARE	Modern: Unity3d, Unreal, Torque and Neo Axis Old School: Game Maker, Dark Basic
TOOLS & UTILITIES	IDE Tools: Microsoft Visual Studio 2008, 2010, 2012, 2013 and Mono Develop UML Tools: Enterprise Architect, yEd Graph Editor Version Control Tools: Win Merge Debugging tool: Mono Develop for Unity Light backing tool: Autodesk Turtle and Beast
HARDWARE PLATFORMS	PC, (Intel® 2nd gen sandy bridge and 3rd gen Ivy bride), Ultrabooks Android (nVidia Tegra 3)

Education

- Advanced Diploma in Graphics design and Animation from *Arena, Vizag, AP, India*
- Bachelor of Science from *Andra University, Vizag, AP, India.*

Projects Profile – Video Games	
VIDEO GAME	Title: The Adventures of Pluto™
CLIENT	IP
Role	Game Programmer, Concept Artist, Visual Game Play Designer
Organization	Codelinegames, and Bluegiant Interactive, Hyderabad, India
Duration	March, 2011 to January, 2013 – PC build with 4 final quality levels has been completed. (At Codelinegames) February, 2013 to January, 2014 – New player character, Mobile conversion, optimization and testing on Android, iOS and Windows Phone 8 platforms has been completed. (At Bluegiant Interactive)
Team Size	Project: 5
Environment	Engine: Unity3d Languages : C#, C++, Cg, Java Script O/s : Windows XP/Vista/7/8/8.1 Platform: PC, Ultrabooks, Android, iOS, Window Phone 8
Tools	Unity3d, Visual Studio 2013, Mono Develop, Adobe Photoshop , Autodesk Maya, Autodesk Motion builder and 3DCoat

➤ **Project Description:**

The Adventures of Pluto™ is 3D side-scrolling action, adventure and puzzle platformer with beautiful graphics, interactive world and interesting game play. This game is aimed for PC, Mac, Mobile devices and Ultrabooks. And this is my dream game title too.

➤ **Contribution**

Role: Game Programmer, Concept Artist, and Visual Game Play Designer and

I'm responsible for

- Working with the Design Team on conception, storyboard and art direction phase.
- Work along with the Art Team to produce models, textures, animations, and effects assets.
- Work along with the Programming Team to code graphics, game play and AI.
- Writing shaders for mobiles and optimize code and assets for these platforms.
- Working with the Art Team to produce in-game cinematics.
- Work along with the Total Team towards the completion and submission of an assignment.
- Communicate with Art and Programming teams to sync them on daily tasks.
- Analysis, design once a feature request raised by either the team or by the investors.
- Writing editor extensions, plug-ins for quick production when required.
- Researching and Developing in-house technologies and tools.
- Creating and maintain design document for entire game development process.
- Creating and documenting testing phases and its results.
- Creating and maintaining Bug Tracker utility for this game
- Coding & Code walkthrough
- Mentoring the team on Art and Programming
- Monitoring and supporting existing game modules.

➤ **Highlights in work experience:**

- **PranaAI® System:** It is a Sensory based Autonomous Robot AI framework, which I'm developing in-house for my games.

➤ I have written some editor plug-ins and tools for Unity 3d for faster development.

VIDEO GAME	Title: Meteor Rush
CLIENT	IP
Role	Mentoring and support on Lighting and Rendering, Asset Optimization and Unity3D programming.
Organization	Bluegiant Interactive, Hyderabad, India
Duration	February, 2013 to October, 2013. This game has been released on October 17, 2013 https://play.google.com/store/apps/details?id=com.bginteractive.meteorrush
Team Size	Project: 5+
Environment	Engine: Unity3d Languages : C#, Cg O/s : Windows XP/7 Platform: Android, iOS
Tools	Unity3d, Adobe Photoshop , Autodesk Maya, Autodesk Motion builder, Visual Studio 2010 and Mono Develop, Beast and Turtle plugins for light backing.

➤ **Project Description:**

It is a 3rd person perspective endless runner game with post-apocalyptic backdrops and destructible environments.

➤ **Contribution**

Role: Mentor and supporter and

I was responsible for

- Mentoring art team on Lighting, Rendering and asset optimization.
- Mentoring junior programmers on Unity3d specific API coding and Shader optimization

➤ **Highlights in work experience:**

Good team management experience.

VIDEO GAME	Title: Chota Bheem Village Runner (Title has not yet finalized)
CLIENT	IP
Role	UI programmer, UI animator and Additional Programmer.
Organization	Bluegiant Interactive, Hyderabad, India
Duration	November, 2013 to Till date. (Parallel Project)
Team Size	Project: 5+
Environment	Engine: Unity3d Languages : C#, Cg O/s : Windows 7/8/8.1 Platform: Android, iOS, Windows Phone 8
Tools	Unity3d, NGUI plug-in, Visual Studio 2013, Mono Develop, Adobe Photoshop, and Autodesk Maya

➤ **Project Description:**

It is a 3rd person perspective endless runner game with Indian village backgrounds with cute characters and fun gameplay.

➤ **Contribution**

Role: UI programmer, UI animator and Additional Programmer, and I'm responsible for

- UI programming, UI animations, Game play bug fixing and code optimization.
- Providing support to fellow programmers to implement other game play features.
- Provide support to designer to take decisions on game design.
- Work with designer to implement UI mockups using yEd graph editor.
- Writing extensions for NGUI framework.

➤ **Highlights in work experience:**

I got good experience on NGUI framework by utilizing and extending it.

VIDEO GAME	Title: Augmented Reality App
CLIENT	Confidential
Role	Game programmer and researcher
Organization	Bluegiant Interactive, Hyderabad, India
Duration	March, 2014 to Till date. (Parallel Project)
Team Size	Project: 3+
Environment	Engine: Unity3d Language : C# O/s : Windows 8/8.1 Platform: Android, iOS
Tools	Unity3d, QUALCOMM's Vuforia, Visual Studio 2013, Mono Develop, Adobe Photoshop and Autodesk Maya.

➤ **Project Description:**

An interactive augmented reality application for our client's brand progression.

➤ **Contribution**

Role: Game programmer and researcher I'm responsible for

- Analysis, design once a feature request raised by the client.
- Programming and implementing features raised by the client.
- Working with the Design Team on conception, storyboard and art direction phase.
- Work along with the Art Team to produce models, textures, animations, and effects assets.
- Learning and Researching on Augmented Reality and its applied fields.

➤ **Highlights in work experience:**

I got a chance to learn and study on one of my favorite topic in computer vision using augmented reality.

Projects Profile – Animation

ANIMATION	Title: Glory Toys
CLIENT	Imaginative Truths, USA
Director	Parris Lane
Producer	Parris Lane
Role	Art Director & Technical Director
Organization	Codelinegames, India & Sunshine Animations, India
Duration	April 2010 – January 2011 (Parallel Project)
Team Size	Project: 8
Environment :	Languages : MEL O/s : Windows XP/Vista Platform: PC
Tools	Autodesk Maya, Autodesk Motion builder, Adobe Photoshop, Autodesk Mental Ray

➤ **Project Description:**

It's a full length animated movie aimed for age between 3-10 years which focuses on many insights of the Holy Bible.

➤ **Contribution**

Role: Art Director & Technical Director and was responsible for

- Working with the Design Team on conception, storyboard and art direction phase.
- Work along with the Art Team to produce models, textures, animations, and effects assets.
- Working with Sunshine Animations to get focus on client requirements.
- Working with Lighting and Rendering team to get final quality picture.
- Final reviews and maintaining the related documentation.
- Delivering the work to Client.

➤ **Highlights in work experience:**

- Knowledge gained on Autodesk Maya, Motion builder and Mental Ray for Maya.

Appreciation from Client Response: Client delighted with the rendering and animation quality produced at the low cost. We successfully delivered this prestigious project which was left by another animation studio at modeling stage.

ANIMATION	Title: Bird Brain
CLIENT	Fern leaf, USA
Role	3D Modeler and Technical Animator
Organization	Gaian Technologies, India
Duration	February, 2007 - March, 2007.

Team Size	Project: 5
Environment :	O/s : Windows XP/Vista Platform: PC
Tools	Autodesk Maya, Adobe Photoshop.

➤ **Project Description:**

The project mainly deals with 3d modeling, texture painting and rough animations of 10 different birds.

➤ **Contribution**

Role: 3D Modeler and Technical Animator and was responsible for

- Storyboarding
- 3D Modeling, Texture painting and Character animation

➤ **Highlights in work experience:**

- Wing Rigging of Birds and Storyboarding.

Mentoring

- **Bluegiant Interactive** at Hyderabad, AP, India
March 2013 – Present, I'm giving KT and sharing my experience on Art, Programming and Unity engine with my teammates and other teams if they ask my guidance and support.
- **codelinegames®** at Vizag, AP, India
August 2006 – 2013, Mentor for concept art, game design, game art, and game programming.
- **Academy Infotech** at Vizag, AP, India
Mach – June, 2006, Instructor for 3D modeling and animation.

Personal Details

Name: Dandu V.N. Subba Raju.
Place: Hyderabad.