

Rahul Yerramneedi

Game Designer



ABOUT me

Game Designer with a passion for creating unique worlds and experiences. Trained in Unity 3D with 1+ Years of experience and my main focus being Scripting, Level Designing and User Interface Designing.

CONTACT

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PORTFOLIO

- www.RYerramneedigames.webnode.com

SKILLS

Engines

- Unity
- Unreal Engine

Source Control

- Github
- Perforce

Programming Languages

- C#

User Experience

- Quality Assurance
- Adobe XD
- User Interface Design
- Wireframing

Other

- Scrum, Waterfall and Agile
- Microsoft Visual Studio

PROJECTS

LEAD DEVELOPER/ UI DESIGNER

April, 2019 - Present

NearChat Stories: SEEN

- Lead Developer tasked with creating the core systems of the game (i.e, Menu's and Gameplay)
- Used Visual Studio and C# for scripting purposes
- Created a branching narrative system with several dialogue options and scenarios
- Designed the User Interface of the game

DEVELOPER/ UI DESIGNER

January, 2018 - July, 2018

Hymn of Shadows

- Available to play on itch.io
- Created the overall User Interface which enhanced the player experience
- Designed an introductory level which highlights the core mechanics of the game

EXPERIENCE

LEAD DEVELOPER/ UI DESIGNER

March, 2019 - Present

ZYGOBOT STUDIOS

- Worked on the core systems of the current Zygotbot Studios project
- Led other studio developers in making sure the systems of the game are simple to understand and implement
- Designed several Menu's for the game from Menu screens to the in-game User Interface

EDUCATION

FULL SAIL UNIVERSITY

October, 2018 - November, 2019

MASTER OF SCIENCE IN GAME DESIGN

FULL SAIL UNIVERSITY

January, 2017 - July, 2018

BACHELOR OF SCIENCE IN GAME DESIGN

- Awarded the Salutatorian Award