



SIDDARDHA VANGALA

Game Developer / Designer

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About me

I am a Game Designer /Programmer interested in creating unique gameplay mechanics, innovative VR/AR experiences, creating challenging levels and playing video games, obviously. (After all, it is research!). I've spent the past two years developing games and working on my thesis game as a graduate student in the Entertainment Arts & Engineering program at the University of Utah. During my time at the university, I was working part-time at the Gapp Lab, which brings the game development and medicine together. During my time there, we've created VR and AR applications for medical purposes. After graduating I started working on different AR/VR mobile projects as they are the future of gaming and I can't wait to play a bigger part in it.

Skills

- C/C++,C#
- Python,Lua
- Adept Debugger
- Rapid Prototyper
- Level Designer
- Problem Solver
- Teampayer
- Project Planning

Software

- Unity 3D/2D
- Jira,Trello
- Vuforia
- Photoshop
- Unreal Engine
- Source Control(SVN/GIT)
- Visual Studio 2015
- Microsoft Office

Reference

Greg Bayles
Project Co-ordinator /Gapp Lab
+702-588-2205
greg.bayles@utah.edu

JenJen
CEO /Tiered World Studios
+801-702-6577
nowayseries@gmail.com

Education

- 2015 / 2017** Entertainment Arts and Engineering, University of Utah
Master of Entertainment Arts and Engineering
- 2008 / 2012** Computer Science, Osmania University
Bachelor of Engineering (Honors) in Computer Science

Experience

Nov 2017 - Present

Gameplay Engineer

Tiered World Studios - Mobile (AR) - Unity/Vuforia

- Built an AR interaction system along with Vuforia integration.
- Worked on the programming activity where kids are taught conditional programming.
- Worked on animation controller and animation events.
- Worked on the transition from start to end for the game.
- Localized manager for handling multiple languages through JSON.

Sept 2016 – June 2017

Gameplay Engineer

Manic Interactive - Console (PS4) - Unreal Engine 4

- Was the gameplay engineer in an experimental game for the PS4 in a team of 14.
- Used culling volumes to fix frame rate issues.
- Created the object interaction system.
- Bug fixing all the errors before making a weekly build.
- Profiling to identify frame rate issues.
- Worked on UI and feedback system.
- Nurtured cooperation within groups of various backgrounds and disciplines.
- Promoted and encouraged interdisciplinary communication.
- Asset creation from concept art, and working closely with texture artists for final environment assets

May 2016 – May 2017

Gameplay Engineer/Designer

The GApp Lab - PC /Hololens (AR/VR) - Unity

- Was the gameplay engineer on various projects related to Serious Games
- Developed apps on platforms like the Daydream, Oculus Rift, Microsoft HoloLens
- Created and connected systems such as the Electronic Medical Records, EMG sensors.
- Provided technical support for the meaning of Screening; Deployed server, managed databases.
- Programmed animation controller, UI across network for AR game on Microsoft HoloLens

May 2016 – May 2017

Level Designer

University of Utah - PC - Unreal Engine 4

- Designed and built puzzles for the gravity game.
- Designed Layout, puzzles, and scripting in "Stealth Game".
- Created molecular designs for conception and fine-tuning of various types of game spaces.
- Created 2D paper maps and fine-tuned them before converting the 2D design into a 3D level.
- Collected feedback from play sessions to improve the gameplay experience.
- Understanding the flow of the game and making sure it is consistent.

Dec 2012 - Apr 2014

Associate Software Engineer

Accenture - SAP BASIS

- Used Internal ticketing tools for solving issues. Solved 489 tickets in 3 months
- User interaction on a daily basis to help, understand and solve issues.
- Helped in training new team members by knowledge sharing.
- Prepared documents for the ease of use processing.