Yashaswi Ponnur

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# Objective

[Passionate gamer with good design and programming skill's and want to excel as a game developer with hard work, perseverance and dedication.]

# Education

* [Rotary English Medium High School, Anantapur, Andhra Pradesh]
* [ICAT (Degree by University of Wale's)]
* [B.A. Digital Media (Honors in Game Development)]

# Experience

## [2nd -feb-2015 - current]

### [Unity 3d Junior Game Developer] | [Mobi2Fun Entertainment Private Limited] | [Bangalore]

# Project's

[In this course of time I worked on three game project's (2D and two 3D), Here are the list:

* Game name : OM Game - 3D Action Fight Game
* Role: Programmer.
* Platform: IOS, Android,Windows
* Play store game link:

Link:https://play.google.com/store/apps/details?id=com.m2f.omgame

* Game name: Ambulance Express
* Role: Programmer
* Platform: IOS,Android
* Play store game link

Link:[<https://play.google.com/store/apps/details?id=com.m2f.ambulanceexpress>.]

* Game name :Speed Bus Racer
* Role: Programmer
* Platform: IOS,Android
* Play store game link

Link:[<https://play.google.com/store/apps/details?id=com.mobi2fun.speedbusracer>]

# Skill's

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| Programming | Game Engines/Framework’s: |
| C++ | **Unreal Development Kit(UDK)** |
| C# | **Unity 3D** |
| Unreal Scripting | **XNA** |
| ActionScript | **Direct-x** |
|  | **openGL** |

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| Game Design | Software’s/Compiler’s: |
| Level Design, UI, Scripting | **Adobe Photoshop, Flash** |
| Conducting Playtests | **Microsoft Visual Studio** |
| UI design and scripting |  |
| Xml |  |
| Gamification |  |
| Concept Writing |  |