

Sai Krishna Prasad Korivi

Email: sai@korivi.com | Ph: 617-651-6561 |

Portfolio: korivi.com

SUMMARY

Game enthusiast with an MS in Game Science & Design and several certifications in game development skills. Capable of orchestrating multiple gaming platforms, systems, and technology, and working with cross-functional teams to improve the gaming experience and deliver compelling business value to clients and users. Published multiple games for all desktop platforms and WebGL with extreme precision and quality in coding and gameplay.

Key Skills

Game Application Development | Game & Level Design | Game Programming | Dialogue and copywriting | Playtest conducting and iterations

Technical Skills

Programming: C #| C + +| Unreal Blueprints | Java | ASP.Net | HTML | R script | Python |

Software: Unity | Unreal Engine | Blender | Maya | Git | Adobe Photoshop, Illustrator | Visual Studio | R Studio | PCM | Audacity

Miscellaneous: Microsoft Office | Google Docs | Adobe suites | Tabletop Simulator | TensorFlow | Miro | JIRA | Trello

Education

Master of Sciences in Game Design & Development

Northeastern University, Boston MA

December 2022

CGPA: 3.8/ 4

Bachelor of Technology in Computer Science Engineering

Gandhi Institute of Technology and Management, Visakhapatnam, India

July 2020

Certifications

- Procedural Terrain Generation Shaders in Unity with Amplify | Texturing, Detailing, Nature, Tessellation, Perlin Noise | Penny de Byl | Udemy
- Unity 3D Casual Games | Built four games through this course aimed to learn | Magic Coding | Udemy
- Unity Android Game Development | 3D and 2D games using C# | Creating Art Assets | Gained knowledge to create fully functional and ready to publish android games with Unity | Charger Games | Udemy
- Unreal Engine Game Development | Built game scene focused on VFX | Facial Animation | Michael Ricks | Udemy
- Visual Effects for Games in Unity | Beginner to Intermediate VFX effects | Gabriel Aguiar | Udemy
- Shaders in Unity using amplify | Creating Textures, Meshes and Shaders for Game VFX | Eric Davis | Udemy

Experience – Project & Internship

Graduate Teaching Assistantship

Northeastern University – Game Science and Design Department

September 2022 – December 2022

Boston, USA

- Working under professor Giovanni Troiano (Research Scientist) for the Player experience course.
- Deliver a range of helping and assessment activities directed towards delivering subjects at the graduate level.
- Apply departmental processes related to peer advising/mentoring.
- Participate in the assessment process using various methods and techniques and provide students with effective, timely, and appropriate feedback to support their learning.
- Supervise practical work advising on skills, methods, and techniques to assist the transfer of knowledge.

Game Design Intern

Happy Adda Studios Pvt. Ltd.,

May 2019–July 2019

Bengaluru, India

- Worked with 8+ game developers to find feasible, low-impact ways to improve the fun and flow of different game levels.
- Partnered with 2 other departments to ensure that the digital content developed is in line with targets.
- Ensured that configuration management was maintained for 5+ content developer teamwork products.
- Used Unity, Unreal Engine, and proprietary tools to develop/test designs while providing feedback to different iterations of game products. (Platform game levels, Game characters, and their animations)
- Helped in forwarding efforts to develop VR's potential by creating numerous novel interactive experiences.

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- Collaborated with other artists, technologists, and writers to create mobile game entertainment Systems

Web Developer Intern

IndiGenius

May 2017 – June 2017

Visakhapatnam, India

- Developed Alexa Voice and Reply skills for website application.
- Developed 10+ Web Pages using HTML & CSS
- Worked with 3+ writers to create content for Web Pages.
- Worked on Social Marketing to promote their website.

Languages

- Trilingual in English, Hindi, and Telugu.