

SAI MANAS MUDA

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EDUCATION

University of Southern California

August 2023-Present

Masters of Science in Computer Science (Game Development)

Courses - Game Design Workshop, 3D Graphics and Rendering

Vellore Institute of Technology, Vellore, India

July 2017-May 2021

Bachelors of Technology in Computer Science and Engineering

- GPA : 9.03/10

SKILLS

Technical: Unity 3D, Android Studio, Firebase, AWS, Node JS, Mongo DB

Languages: C#, Java, C++, Javascript

EXPERIENCE

Game Developer

December 2020-June 2023

Hitwicket (Metasports Media Pvt Ltd), Hyderabad, Telangana, India

- Researched and implemented some new technologies in the project from scratch such as Multiplayer System (Photon Pun), Google Instant Games (Google Play Core SDK), Asset Bundle System (Addressables)
- Implemented various features in the game such as Friends System, Equipment, Inventory, Offline Mode e.t.c
- Refactored and documented most of the codebase with Zenject including entire match system (Gameplay module) and few other minor features to improve the codebase for new developers
- Troubleshooting Crashes and ANRs in the game, and also worked on various memory optimizations leveraging various techniques such as Addressables, Texture Atlas, object pooling, e.t.c to improve the stability of the game
- Took upon some additional responsibilities such as interviewing and mentoring new interns, reviewing peers code

Core Committee Member, Technical

December 2018-November 2019

IEEE TEMS Chapter, Vellore Institute of Technology, India

- Organized various technical workshops on Android Studio and various IOT applications

Android Developer Intern

June 2019-August 2019

Rate My Singing - Eriyaz by Tides, IIT Roorkee, India

- Spearheaded both frontend and backend development for initial version of the product using Android studio and Firebase Cloud Functions
- Executed features such as participant levels , user referral system, embedded youtube player and app wallet

PERSONAL PROJECTS

Tactical Combat – A Multiplayer Strategy game

- Created a turn-based online multiplayer strategy board game leveraging Unity3D, Blender and many AWS services including Gamelift, DynamoDB, Cognito and Lambda functions. Game is published on Play Store

Escape Maze Game

- Developed a single player maze game utilizing Unity3D, Gimp, and Blender. In the game, the player must navigate the maze, locate the escape door and keys to unlock it, all while evading shooting bots attempting to eliminate the player

VIT MONITOR - Online Grievance Retrieval System

- Created an android application named as VITMONITOR, provides a platform for the students in VIT college to send complaints regarding any issue to any department of the college. I used Android Studio and Firebase to build this project

CERTIFICATES

- Certificate of Gold Echelon Round in Hack4Cause by IEEE-SSIT
- Udemy – AWS Developer Associate Certification