

SIDDHARTH SUDHARAKAN

GAME DEVELOPER

PROFILE

I am a game programmer with 6+ years of industry experience with free-to-play mobile games looking forward to working on some innovative games.

- I am passionate about working on all aspects of game development from ideation to creating prototypes to deploying and updating content.
- Love to work in a fast-paced creative environment with a team of like-minded people.
- Experienced in breaking down the development of a system into a number of manageable tasks and communicating effectively with both technical and non-technical team members.

PROFESSIONAL EXPERIENCE

Software Engineer

GSN Games, Bengaluru, India | Sept 2018 - Present

- Took ownership for the development of multiple mini-games, mega-events, and other engagement features for **Bingo Bash**.
- Supported development for the transition of tech from Flash to Unity and switching to a single code base from multiple mobile platform-specific code and UI.
- Worked closely with game designers and tech artists to create multiple proofs of concept for design requirements.

Game Developer

RubySeven Studios, Kochi, India | Jun 2015 - Sept 2018

- Worked on various phases of development for 4 social casino titles, ranging from prototyping to post-release content updates.
- Helped create a standardized slot engine architecture to streamline slot machine development.
- Worked as a content developer for multiple casino game content such and Bingo, Video Poker, Blackjack, and several online slot games.
- Created RTP simulation tools for online slot machines and helped designers balance data.
- Created and maintained documentation of code and tools created.

EDUCATIONAL HISTORY

Mahatma Gandhi University, Kottayam

Bachelor of Technology in Computer Science and Engineering
Sept 2011 - Mar 2015

CONTACT

 sidslashy@gmail.com

 <https://sidslashy.github.io>

 www.linkedin.com/in/siddharth-sudhakaran

OTHER DETAILS

Current Location: Dubai, UAE
Date of Birth: 22 Feb 1993
Nationality: Indian
Languages: English, Hindi, Malayalam




TOP SKILLS

Unity Engine
Agile Development
Problem Solving
Git
Design Patterns
Team Work

PROGRAMMING LANGUAGES

C#
Javascript
ActionScript 3

AWARDS RECEIVED

-  RubySeven Studios - Performer of the Year (2016)
-  RubySeven Studios - Performer of the Year (2017)
-  GSN Games Spot Award - December 2019