

# Akshay Rachapudi

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## SKILLS

**Programming Languages:** C/C++ (4 years), Java/C# (3 years), Python/SQL/H TML/JavaScript (Beginner Level)

**Development Software:** Unity game engine, MS Visual Studio 2015, Eclipse IDE for Java, NetBeans IDE, Rational Rose

**Other Software:** Git, SourceTree, Pivotal Tracker (Project mgmt.), MS Test Manager

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## PROJECTS

**Mytholympics. 2-D couch co-op party game made using Unity.** - Designer and Gameplay Programmer (Team of 4) *5-6 months*

My Graduate Capstone project that I am currently working on. Developing mini games with variable team sizes and configurations. As part of my research, I am also analyzing ways to simplify game mechanics and controls and convey them to the players with minimal text.

Programming language used - C#. <https://akshayrachapudi.com/portfolio/mytholympics/>

**Cross-platform engine (PS4 and PC).** - Engine Programmer Graphics side (Team of 3) *3-4 months*

Developed a game engine that works across PS4 and PC (DirectX). Developed the graphics rendering side of the engine on both platforms and APIs to the platform specific functionalities. Programming language used - C++.

**Echo Tactics. 2-D turn based tactics game made using Unity.** - Gameplay Programmer (Team of 4) *3-4 months*

Developed the turn based game state manager and some of the AI elements of NPCs, and was a part of most of the gameplay programming.

Programming language used - C#. <https://akshayrachapudi.com/portfolio/echo-tactics/>

**Quarky Quantum. 2.5-D platformer game made on inhouse DirectX Engine.** - Programmer (Team of 4) *3 months*

Developed a basic renderer for our simple game engine. Programmed shaders for basic lights and a volumetric light shader for light beam simulation. Programming language used - C++. <https://akshayrachapudi.com/portfolio/quarky-quantums/>

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## WORK EXPERIENCE

**MAGIC Spell Studios LLC (CO-UP program)** - Gameplay and Tools Programmer (Team of 2) *2 months*

Project: Cradle. 2-D light and shadow based puzzle game made using Unity. Received funding from Magic Spell Studios to work on this personal project for summer 2017. Developed gameplay mechanics and editor tools for the game and integrated a feedback plugin for easy online testing.

The game is still in development and I am still working on small features remotely.

Programming language used - C#. <https://akshayrachapudi.com/portfolio/cradle/>

**Symantec Software India Pvt. Ltd., Pune, INDIA** - Software Engineer Intern *6 months (Jan - Jun 2015)*

Project: Automation testing of validation of data after a restore for NTFS data and Exchange Server 2010/2013 data. Refactored some of the old obsolete tools and scripts used for manual testing and automated the tests. Programming languages used: C#, C++, Python, PowerShell.

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## EDUCATION

**Rochester Institute of Technology, NY, USA**

Master of Science in Game Design and Development

Graduation: Expected May 2018

GPA: 3.95

**Symbiosis Institute of Technology, Pune, INDIA**

Bachelor of Technology in Computer Science

Graduation: June 2016

GPA: 3.37

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**ACHIEVEMENTS** - One of the top 5 graduate students selected to represent RIT at the Game Developers Conference 2018