

# PAVAN PARAVASTHU, Technical Game Designer

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## EDUCATION

**Carnegie Mellon University (CMU), Entertainment Technology Center (ETC)**

**Pittsburgh, PA**

Master of Entertainment Technology

May 2021

**Visweswaraya Technological University (VTU), APS College of Engineering**

**Bangalore, India**

Bachelor of Engineering (Information Science)

July 2011

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## SKILLS

**Programming Languages and Development Environments:** C# (Unity3D), C++, JAVA, Python

**Tools:** Perforce, SVN, Git, PuTTY, FileZilla, Jenkins, JIRA, Trello, Microsoft Office, Adobe Premiere

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## WORK EXPERIENCE

**Purpletalk India Pvt. Ltd. Hyderabad, India [04/15 - 06/19]**

- Designed and developed mini games and Android plugins in interactive kids games.
- Organized workshops for interns and mentees

**Electronic Arts - Hyderabad, India [07/17 - 02/19]**

- Integrated new game features for monetization which resulted in a boost of 800,000 average DAU
- Ported UI for a celebrated title to the newer Cocos2DX engine using Cocos Creator

**Knowledge Adventure, Inc. Bangalore, India [05/14 - 03/15]**

- Created a client side multi-platform, COPPA compliant login system for children's MMO educational games
- Integrated UI for mini games in a sports manager game

**Gameshastra Solutions Pvt. Ltd. Hyderabad, India [10/12 - 02/14]**

- Single handedly implemented client and server implementations of a prototype for an MMO card game
- Programmed the gameplay for a 3D side scrolling platform jumping game

**Golive Gaming Solutions Pvt. Ltd. Hyderabad, India [10/11 - 10/12]**

- Developed a tower defense game in Flash and worked on its level design
  - Designed, developed and pitched a taxi driver game to potential investors
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## ACADEMIC PROJECTS

**BVW [Building Virtual Worlds - Programmer, Producer & Designer, ETC, Fall 2019]**

- Designed and developed prototypes for games using unconventional input systems and hardware
  - Managed 2 teams as a producer while also fulfilling my primary role as a programmer
  - Created quick game prototypes using technology such as Magic Leap, HTC VIVE, Kinect and Oculus Rift S
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## PUBLISHED GAME TITLES

- **Barbie Life** : iOS, Android
  - **Monster High** : iOS, Android
  - **Sholay - Bullets of Justice** : iOS, Android
  - **Penguins of Madagascar - Dibble Dash** : iOS, Android
  - **Race 2 - Teenpatti** : iOS, Android, Facebook Web
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## PERSONAL PROJECTS

- **Foreign Lands** : Made in the PIGDA Board game Jam 2019
- **Letters** : An alphabet based puzzle game based on position of letters
- **Flying Fish** : Design for a mobile where fish fly out of the water and attack your fishing boat
- **Static Dynamics** : Designed an isometric action game where you play as a sentient drone