

BHANU TEJA RATHOD

Jr. Game Developer | AR/VR Developer (Unity)

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PROFESSIONAL SUMMARY

- Game Developer with hands-on Unity experience building 2D/3D games and AR/VR applications; completed an MCA from Lovely Professional University in 2024.
- Currently working as a Junior Game Developer, building gameplay features and systems in Unity with C#.
- Skilled in C#/C++ gameplay programming, AR development with Vuforia and Google ARCore, game testing/QA, and 3D asset integration using Blender and Sketchfab.
- Shipped multiple published game and AR/VR projects independently and as part of development teams; comfortable owning a project from design through deployment.

TECHNICAL SKILLS

Programming Languages: C, C++, C#

Engines & Software: Unity, Visual Studio, Blender

AR/VR Tools: Vuforia, Google ARCore

Languages Spoken: English, Telugu, Hindi

WORK EXPERIENCE

Jr. Game Developer — FlyingCaps Technologies Pvt. Ltd.

Sep 2025 – Present

Hyderabad, Telangana · On-site · Full-time

- Build and maintain gameplay features and systems in Unity using C#, contributing to active game development projects.
- Work across the development pipeline using Unity Engine and C#, with additional exposure to related engineering and design skills.

Quality Analyst Intern — FlyingCaps Technologies Pvt. Ltd.

Apr 2025 – Aug 2025

Hyderabad, Telangana · On-site · Internship

- Performed game testing and quality assurance to identify bugs and validate functionality ahead of release.
- Supported QA processes across game builds, helping ensure a stable and polished player experience.

Unity Developer Intern — HarSar Innovations

Jul 2023 – Dec 2023

Hyderabad, Telangana · On-site · Internship

- Developed simulation game modules using Unity's C# scripting to deliver immersive gaming experiences.
- Built and refined AR/VR experiences in Unity, applying interactive 3D and immersive-tech best practices.
- Identified and resolved bugs and performance issues across AR/VR applications, improving overall user experience.
- Participated in regular code reviews to maintain code quality and adherence to team standards.

KEY PROJECTS

Fun Time Cars — Designer & Developer

- Two-player split-system racing game built in Unity with Vuforia and Sketchfab assets, featuring multiple vehicles and race tracks for local multiplayer play.

Cross the Road — Designer & Developer

- Hyper-casual Android game built in Unity where players dodge traffic and score points across three lives; assets sourced via Sketchfab and Vuforia.

ADDITIONAL PROJECTS

AR/VR: Robo War FPS · Museum Tour · Home Tour · VR Interior Design · Get Engine **AR:** Rocket Launch · AR Ganesh Mandir · AR Gun Store · AR Bike Expo

EDUCATION

Master of Computer Applications (MCA)

2022 – 2024

Lovely Professional University, Jalandhar, Punjab

Bachelor of Science (B.Sc.)

2019 – 2022

A.P. Residential Degree College, Guntur, Andhra Pradesh

Senior Secondary (XII), MPC

2017 – 2019

SR Junior College, Hyderabad, Telangana

Secondary (X)

2016 – 2017

SPR School of Excellence, Hyderabad, Telangana

CERTIFICATION

- AR/VR App Development — TechXR Innovations. Completed two hands-on projects covering game physics and 3D development using Unity, Vuforia, and Google ARCore.

AREAS OF INTEREST

Game Development • AR/VR • Photo & Video Editing