

KUPPAM AJITH

Game Developer | Level Designer | Godot | Unity | VR |
Prompt Engineer

CONTACT ME

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- Hyderabad, India

EDUCATION

**B.Tech, Artificial Intelligence And
Data Science Engineering AI & DS**

St. Martin's Engineering College
CGPA: 8.15 2022-2026

Intermediate
Narayana Jr College
86.1% 2020-2022

SSC
Narayana High School
CGPA: 10.0 2020

SKILLS

- Programming Languages:** Python, Java
- AI/ML Libraries:** TensorFlow, Keras, PyTorch, Scikit-learn, Pandas, NumPy, Matplotlib, Seaborn, Sentence Transformers
- Web Technologies:** HTML, Tailwind CSS, React, Node.js, RESTful APIs
- Game Development:** Unity, Godot, Pygame
- Tools:** Git, GitHub, Docker, Qoder, Copilot, Render, Vercel, Netlify, FAISS, Groq API
- Other:** Machine Learning, Data Analyst, Vibe Coder

LANGUAGES

- ENGLISH (Proficient)
- TELUGU (Native)
- HINDI (Proficient)

SUMMARY

Game Developer and Level Designer with professional experience creating 2D, VR, and interactive game experiences using Godot, Unity, and Pygame. Experienced in level design, grayboxing, player flow, environmental composition, gameplay prototyping, and AI-assisted game development. Participated in multiple game jams, including GMTK Game Jam and TOY BOX Jam, developing and delivering complete playable games under tight time constraints. Passionate about rapid prototyping, gameplay experimentation, and combining creative design with technical implementation to build engaging player experiences.

WORK EXPERIENCE

Game Developer

Akiyam Solutions - Remote May. 01, 2026 - Present

- Currently working on level design for a VR game project.
- I developed an early gameplay prototype using grayboxing to experiment with environment layout, player navigation, interaction zones, and overall immersion.

Broadbased Games - Remote July. 29, 2025 - June.12,2026

- Designed and implemented the full level layouts, player flow, and environmental composition for the Central Bureau and Industrial isometric maps.
- Generated base isometric assets using AI tools for rapid prototyping, then refined, shaded, and finalized all visuals in Aseprite to ensure pixel-perfect quality and art consistency.
- reated map-specific animations and produced the game's animated logo intro sequence, contributing to the overall player experience from the start screen.

Vibe Coder /Prompt Engineer

Hopscotch Games - Remote SEP. 22, 2025 - OCT 6, 2025

- Designed and implemented AI-driven workflows using ChatGPT for the automated generation of game assets and narrative content, significantly speeding up the development pipeline.
- Leveraged AI tools to prototype and develop interactive game mechanics, including the "Petrograd Political Simulator" and "Mystery Time."
- Used Claude and other AI models to build some fun interactive games and AI apps.

PROJECTS

GAME PROJECTS

Shadow Avenger (Godot)

- Created a modern 2d alien invader game targeting both PC and Android platforms, focusing on shadow mode as the core mechanics. Link: <https://play.google.com/store/apps/details?id=com.Aj.ShadowAvenger>

Dino Run(Godot)

- Developed a fun birthday game of a endless runner for my cousin.
- The game consists of a dino that collects the “happy birthday” letters with obstacles.
- After collecting all letters we get a surprise birthday video.

Slime Race (Godot) – GMTK Game Jam 2025

- Developed a 2D racing game where players control a slime competing to finish 3 laps while being chased by knights.
- Implemented AI behavior for competitor slimes and chase mechanics for pursuing knights.
- Collaborated within the 48-hour jam deadline to deliver a complete, polished prototype.
- Link: <https://aji-creators.itch.io/slime-race>

Swim_bomber(Godot) – TOY BOX Jam 2025

- Developed a 2D Bomber man game with puzzle to find 7 keys.
- Introduced swimming in water mechanic for travelling the map.
- Link: <https://aji-creators.itch.io/swim-bomber>

VR Game(Unity, C#)

- Built a **ProBuilder** prototype for rapid testing of core mechanics, working closely with game designers and engineers to iterate on player interactions.

Beach Cleanup(Godot) - Comfy Jam: Summer 2026

- Made a cosy beach game where you cant trust the instruction given to win the game.
- Link: <https://aji-creators.itch.io/beach-cleanup>

Form Shift - Godot Wild Jam #94

- Made a animal merging idle game for the jam. Merging the animals will create new species and you get money by tapping the animals.
- Link: <https://aji-creators.itch.io/form-shift>

Backaw - Gamers Home - Summer Game Jam

- Collaborated on a Frogger-style game featuring a unique heat mechanic.
- Engineered the procedural car spawning system and developed the dynamic heatwave shader to visually represent environmental temperature shifts.
- Link: <https://chaimoon.itch.io/backow>

IN DEVELOPMENT

Merge Maza(Godot)

- Making a Vehicle edition of Suika game for web ,desktop and android platforms.

Reload or Rot (Godot)

- I am developing a top down zombie shooting game targeting both windows and android platforms.

OPEN-SOURCE CONTRIBUTIONS

KubeOrch - Contributor

- Improved KubeOrch's RegistryService by introducing an injectable HTTP client seam, preserving the 10-second production timeout and enabling deterministic testing across Docker Hub, GHCR, ACR, and Custom registries.
- Added table-driven tests with a fake HTTP client covering success and transport-error scenarios; verified with go vet and go test ./services/... and submitted PR #135.

Universal-LPC-Spritesheet-Character-Generator- Fork Maintainer

- Added lazy loading and made the website respond faster

CERTIFICATIONS

- How to Build Predicting Models - Niltech Edu
- Learnt Java & Its Industry application - Path Creators
- Artificial Intelligence & Data Science - GenZ Educatewing
- Hack-AI-Thon - Hack2Skill (Participation) - 2024
- QSkill-Certificate of completion-13/feb/2026
- SaiKet Systems Data Analyst Internship Completion -April,2026
- Broadbased Games -Jun,2026
- Internship completion Certificate - KALNET GLOBAL