DETAILS OF THE EVENT

1. School / Department

Malla Reddy University
School of Engineering
Department of Artificial Intelligence & Machine Learning

2. Name of the Event

FRONTIER - Cloud-Powered Game Development Hackathon

3. Type of Event

Technical Hackathon / Game Development Competition

FRONTIER is a technical, project-based hackathon designed to provide students with an opportunity to conceptualize, develop, and present innovative game-based solutions.

4. Schedule / Date and Time

Date: 21st - 22nd August 2026
Time: 9:00 AM - 4:00 PM
Venue: School of Engineering 2 (SOE 2), Malla Reddy University, Hyderabad.

5. Organizing Department

The event is being organized by the **Department of Artificial Intelligence & Machine Learning, Malla Reddy University**, in association with the **AWS Student Builder Group (SBG) at Malla Reddy University**.

6. Event Coordinator(s)

1. Michael Benedict
AWS Student Builder Group Leader
Malla Reddy University

2. S. Sunil
AWS Student Builder Group Vice-President
Malla Reddy University

3. K. Jayesh Chandra
AWS Student Builder Group Secretary
Malla Reddy University

4. N.V.P.R Rajeshwari

AWS Student Builder Group – Faculty Advisor

Malla Reddy University

Additional student coordinators and organizing committee members will assist with participant management, technical coordination, event operations, judging, and logistics.

7. Chief Guests / Resource Persons

The event featured experienced professionals and creators from the **game development, gaming, technology, and startup ecosystem** as guest speakers and resource persons. Their industry experience provided participants with valuable insights into game development, entrepreneurship, technology, and the gaming industry.

Day 1 – 7th August 2026

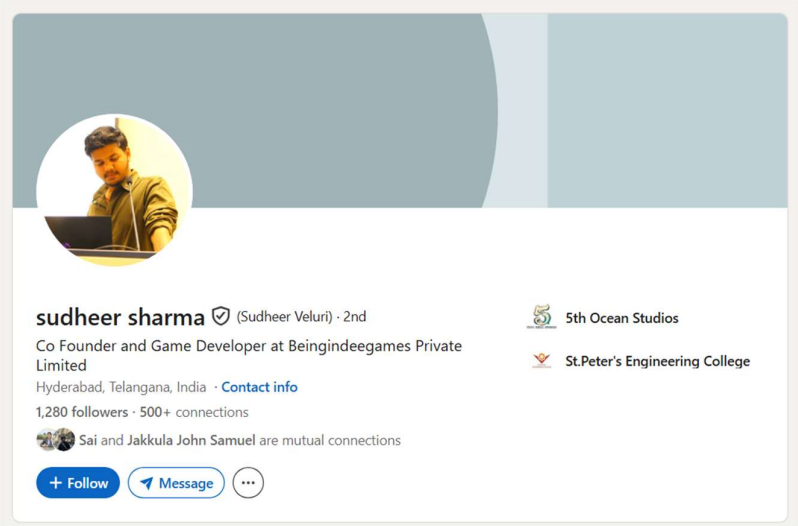
1. Sudheer Sharma (Sudheer Veluri)

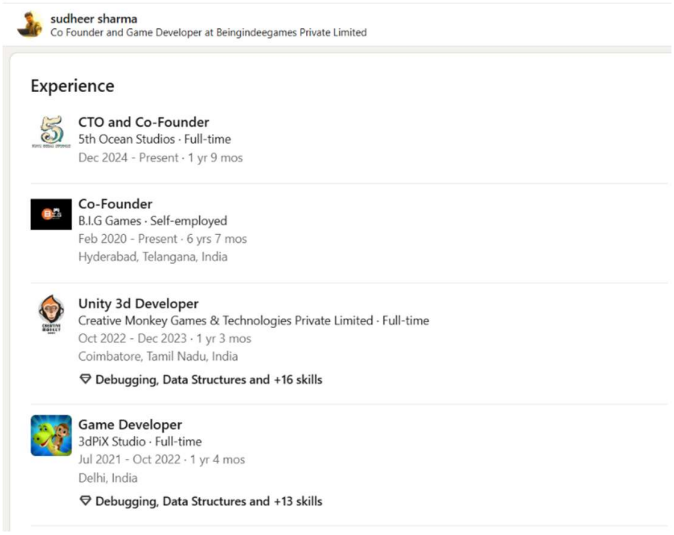
Co-Founder & Game Developer – Beingindiegames Private Limited

CTO & Co-Founder – 5th Ocean Studios

Co-Founder – B.I.G Games

Sudheer Sharma is an experienced game developer and entrepreneur with several years of professional experience in the gaming industry. His professional background includes game development, technical leadership, and entrepreneurship across multiple game studios.





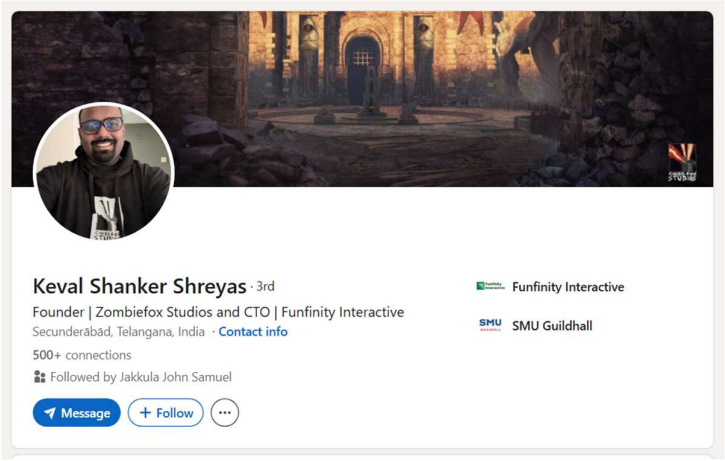
2. Keval Shanker Shreyas

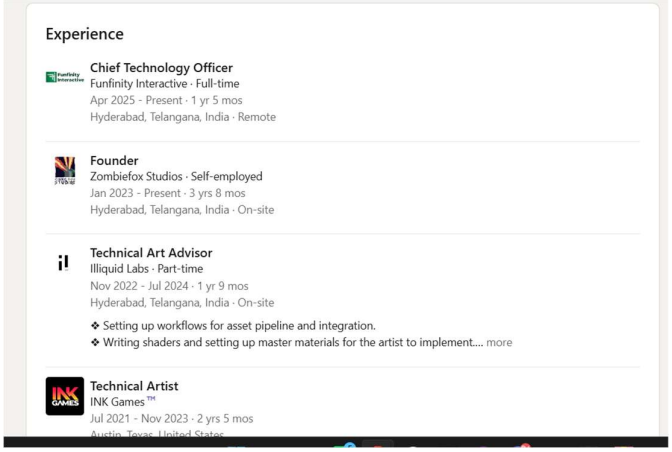
Founder – Zombiefox Studios

Chief Technology Officer – Funfinity Interactive

Technical Art Advisor – Illiquid Labs

Keval Shanker Shreyas is a game technology professional with experience spanning game development, technical art, production pipelines, and technology leadership. His expertise includes technical art workflows, asset pipelines, shaders, and game development technologies.





Day 2 – 8th August 2026

3. Faizan Mohammed

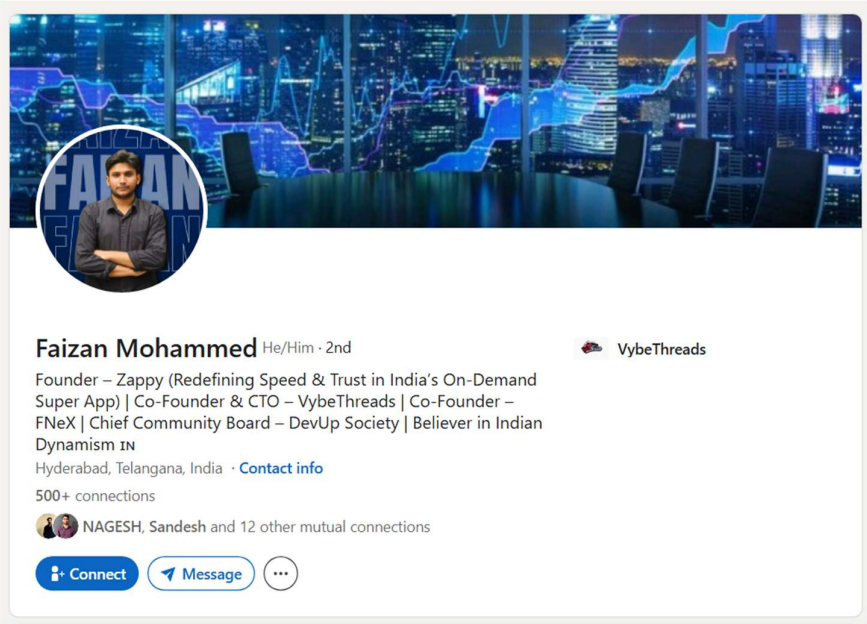
Founder – Zappy

Co-Founder & CTO – VybeThreads

Co-Founder – FNEx

Chief Community Board – DevUp Society

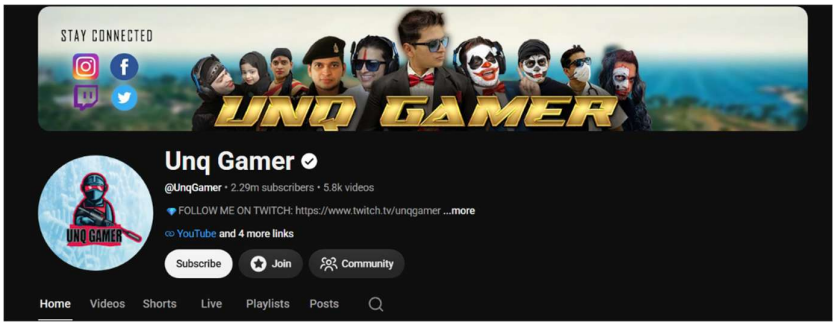
Faizan Mohammed is a technology entrepreneur and community leader based in Hyderabad. He has experience in building technology-driven ventures and engaging with developer and startup communities.



4. UNQ Gamer

Gaming Content Creator & YouTube Personality

UNQ Gamer is a prominent gaming content creator and YouTube personality with a large gaming-focused audience. His participation provided students with insights into gaming, content creation, the gaming community, and the broader digital gaming ecosystem.



Role of the Guests

The invited guests interacted with participants, shared their professional experiences, discussed developments in the gaming and technology industry, and provided practical insights relevant to aspiring game developers and technology enthusiasts.

Their participation enhanced the industry exposure of the event and gave participants an opportunity to interact directly with professionals and creators working in the gaming and technology ecosystem.

8. Target Participants

The event is primarily intended for:

- Undergraduate and postgraduate students
- Aspiring game developers
- Programmers and software developers
- UI/UX and game designers
- Students interested in cloud computing and emerging technologies
- Technology enthusiasts and aspiring entrepreneurs

Participants may register individually and form teams as per the prescribed team-size requirements.

9. Expected Number of Participants

The event is expected to attract approximately **200-300 participants**, with participants forming development teams for the hackathon.

10. Brief Objective of the Event

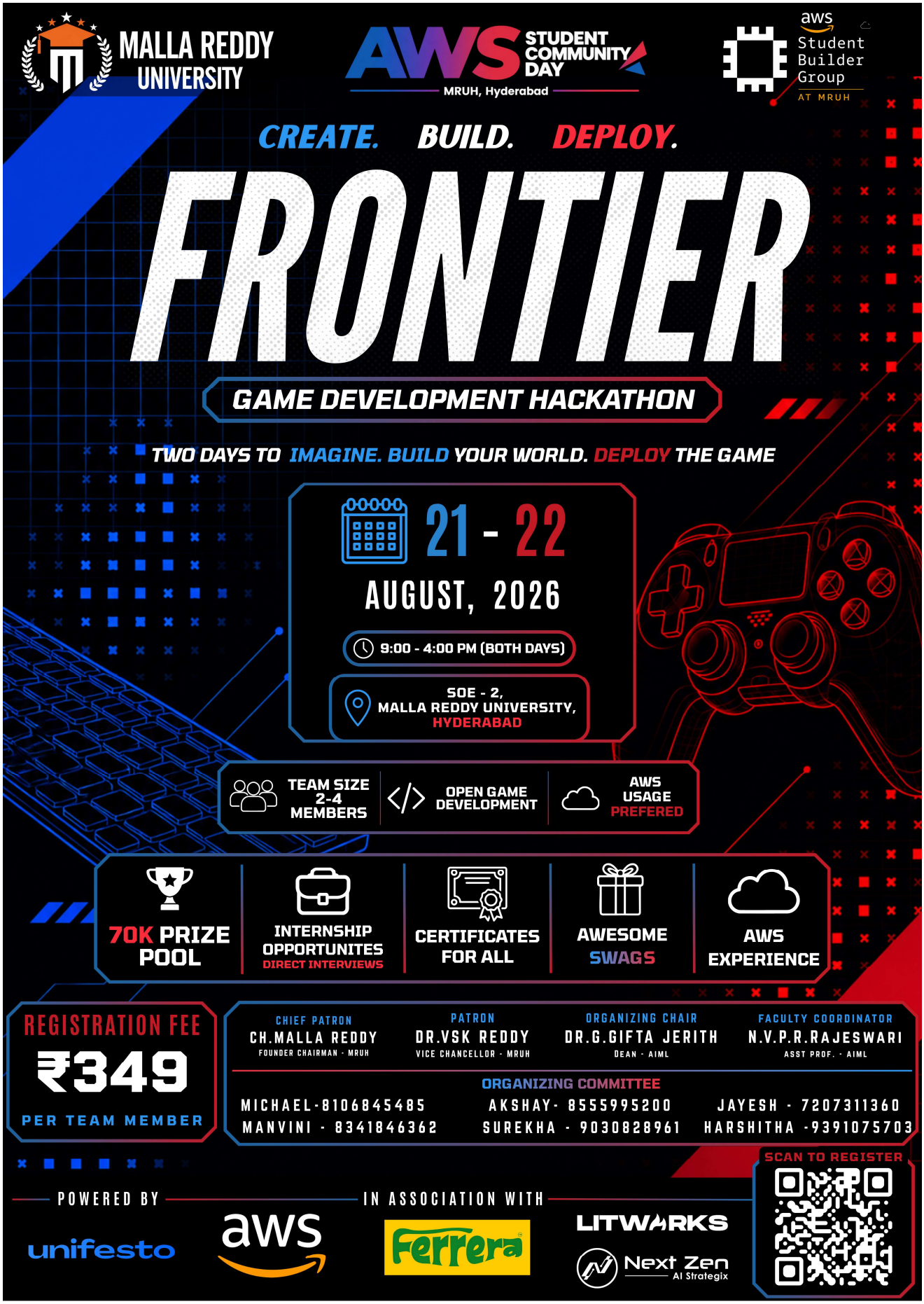
The primary objective of **FRONTIER - Cloud-Powered Game Development Hackathon** is to provide students with a practical and competitive environment to apply their technical knowledge and develop innovative game-based solutions.

The event aims to:

1. Encourage students to explore **game development and interactive technologies**.
2. Promote **innovation, creativity, and problem-solving** through project-based development.
3. Provide hands-on experience in software development, game design, and deployment.

4. Encourage effective **teamwork and collaboration** among students from different technical backgrounds.
5. Introduce participants to the practical application of **cloud technologies and AWS services**.
6. Help students develop industry-relevant technical and presentation skills.
7. Provide participants with an opportunity to showcase their projects to **industry professionals, mentors, and judges**.

11. Poster Attached



12. Other Relevant Information

FRONTIER is designed as a **hands-on game development hackathon**, where participating teams will conceptualize and develop their own game projects based on the event requirements.

The hackathon emphasizes **innovation, technical implementation, creativity, teamwork, and practical development**. Participants will have access to mentors and technical guidance during the development process.

Teams will be evaluated based on factors such as:

- Innovation and creativity
- Technical implementation
- Gameplay and user experience
- Problem-solving and functionality
- Presentation and demonstration
- Effective use of cloud/AWS technologies, where applicable

The event will conclude with project demonstrations and evaluation by the judging panel. Certificates and prizes will be provided to eligible participants and winning teams as per the event guidelines.

Organizing Body,

AWS Student Builder Group
Malla Reddy University
Department of Artificial Intelligence & Machine Learning