

ARYAN MS

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Objective

I am a BTech Computer Science student passionate about gaming and technology. Seeking a Game Tester internship where I can apply my attention to detail, curiosity, and deep interest in games to help ensure smooth and enjoyable player experiences.

Education

Royal College of Engineering, APJ Abdul Kalam Technological University
BTech in Computer Science with Cybersecurity CGPA: 8.86

2024 – 2028

Skills

Technical Skills: C (Basics), Python (Basics), HTML, CSS, Basic Linux

Soft Skills: Problem Solving, Fast Learner

Relevant Coursework

Data Structures, Computer Networks, Programming in C

Project

Mobile Game Prototype (Max2D)

- Developed a 2D mobile game prototype using Max2D with basic physics, UI elements, and scoring.
- Conducted gameplay testing, identified bugs, and improved overall game flow based on test results.
- Focused on control responsiveness, collision events, and performance optimization.

Certifications

- Completed Entrepreneurship Bootcamp at college.

Achievements

- Participated in a hackathon involving idea pitching and prototype development.