

# ADVIK AYYA

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*E-Portfolio:* [advika99.github.io](https://advika99.github.io)

Graduate student of **University of British Columbia**, with a major in **Computer Science** (Minor in **Economics**). Highly motivated, dedicated, and a quick learner, with experience collaborating in teams.

## TECHNICAL SKILLS

- Proficient in **Java**, **C#**, **Python**
- Experience with **HTML**, **CSS**, **JavaScript**, **PHP**, **C++** and **MySQL**
- **OPC UA** and **Docker**
- **GitHub**
- **Unity**

## PROJECTS

2021 - 2022

### 2D UNITY GAME 'PASSIO' PERSONAL

Created a 2D multiplayer game in **Unity** using **C#**. The game features an online synced room and lobby, custom art, multi-layer animations, and an inventory and shop system.

2020 - 2021

### NON-PROFIT WEBSITE *HELPING HANDS FOR HUMANITY, INDIA*

Developed a website built in **HTML**, **CSS**, **JavaScript**, **PHP**, with data stored on a **MySQL** database. Includes login, donation, articles, admin management, etc. (<http://www.hhhpowai.com>)

2018 - 2019

### 2D UNITY GAME 'VIVET' PERSONAL

Created my own 2D side scroller platform game in **Unity** using **C#**. The game featured 3 levels with custom art, parallax backgrounds, a sound system, and a custom grappling swing mechanic

2018 - 2019

### FLAPPY BIRD NEURAL NETWORK *PERSONAL*

Created in **Java** and controlled by a neural network that is trained using a genetic algorithm

## EXPERIENCE

JUNE 2021 - SEPT 2021

### RAPID EFFECT INTERNSHIP *ONLINE, BASED IN SINGAPORE*

Worked as part of a team to build a **Python** client that could communicate between an **OPC UA** server and **Azure APIs**. Built the client onto **Docker** images.

2020 - 2021

### GAME DEV CLUB *UBC, VANCOUVER*

Project leader of the development of a 2D procedurally generated stealth game using **C#** in **Unity**

## AWARDS

- UBC IMES Scholarship
- Grade 11 Computer Science Award