ARIVUSELVAN D

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Portfolio:[https://arivuselvan775.github.io/Arivuselvan.github.io/]

SUMMARY

B.E. Computer Science & Engineering graduate .Strong foundation in Python, problem-solving, and beginner game development using Godot. Passionate about learning, building projects, and contributing to real-world software solutions.

EDUCATION

B.E. – Computer Science & Engineering
[Meenakshi Ramaswamy Engineering college], [City-Ariyalur] — [Year of Graduation-2025] CGPA/Percentage: [7.78/70.3%]

SKILLS

- **Programming:** Python
- **Game Development:** Godot Engine (2D, GDScript)
- **Tools:** GitHub, VS Code
- **Concepts:** Data Structures, OOP, Problem-Solving

PROJECTS

2D Platformer Fighting Game (Godot)
- Developed a basic 2D game using GD Script in Godot Engine.
- Implemented player movement, melee combats , ranged combats
, collectibles, Health bar, AI Enemy, animations, state machines.
- Published playable demo on GitHub/itch.io.

ADDITIONAL INFORMATION

Office Productivity: MS Excel, MS word, Google Docs
Languages: English, Tamil
Certifications: Oracle Certified Foundation Assosciate, Microsoft Office 365 Productivity Suite Offerings, Oracle - Cloud Computing
Computer Literacy: File management, troubleshooting, Windows maintenance