

# ARYA ACHARYA

Bangalore | +91 78925 63754 | B.Tech. graduate (2026) seeking full-time/internship roles

Portfolio: <https://aryakenway.github.io/Personal-Portfolio/>

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## SKILLS

**Proficiencies:** Game Development and Design, Design Patterns with SOLID Principles, SQL, Microcontroller Programming, UI/UX Design, Level Design, Particle Effects, Shader Graphs, Documentation, AI Task Automation, CI/CD Pipelines, DevOps

**Tools:** Figma, Blender, Unity, Unreal Engine, Arduino IDE, MySQL, PostgreSQL, Autodesk Tinkercad, Git, .NET Framework, Docker, Selenium

**Programming Languages:** C#, Java, C, HTML5, CSS

## INTERNSHIP EXPERIENCE

### Red Panda Games Studio - Game Development Intern

Feb '24 - April '24 and Nov '24 - June '25

- Worked with shader graphics and particle effects to enhance visual elements in the project
- Refined the game's UI to ensure a clean, intuitive, and user-friendly interface layout
- Fine-Tuned troop and building interactions by adjusting hit points, counter mechanics, and damage values to ensure balanced gameplay
- Spearheaded case studies on relevant industry games and documented key design elements and mechanics that could be effectively adapted and implemented
- QA tested games and conducted regression testing to report bugs and improve user experience
- Contributed to game dialogues and storyline development, enhancing the narrative experience

### Stipe Solutions Private Limited - Augmented Reality Researcher Intern

April 2025 - June 2025

- Researched AR development using Meta Quest and Unity, focusing on real-time interaction and user experiences
- Implemented a simple integration where user inputs from a phone were enhanced with hand gestures and overlay elements using Microsoft ClipChamp

### Hitachi India Private Limited - Software Engineer Intern

April 2024 - June 2024

- Implemented stack and queue data structures in Unity
- Made a live weather forecast project using Weather API
- Exported and tested models in Unity and Blender

## PROJECTS

### JoPolik - The Super Experience

Developed an educational multiplayer game combining 2D platforming and 3D exploration

- Integrated Photon PUN networking, player animations, NPC interactions and reward mechanics for player engagement
- Implemented DSA-based question system with progression and procedural world generation for replayability

### Bioshock III

Real time posture monitoring with IMU

- Angle threshold detection with vibration and buzzer alerts synced in real time to a monitoring dashboard

## EDUCATION

Degree	Institute	Year	Grade
B.Tech. in Computer Science	Christ University, Bangalore	2026	Pursuing
Pre-University (PCMC)	Christ Junior College, Bangalore	2022	80%
Class X	PPEC, Bangalore	2020	93%

## SCHOLASTIC AND CO-SCHOLASTIC ACHIEVEMENTS

- Secured **95%** in Computer Science (PUC); Secured **Distinction** in 5<sup>th</sup> and 6<sup>th</sup> Semester (B.Tech.)
- Finalist in Gen AI Hack Fest 2025 organized by CMR Institute of Technology
- Secured 1<sup>st</sup> place in Battle of Brains (Dept. of CSE); Runner up in All-Style Hip Hop Battle organized by Battle Rockz
- Secured Black Belt (Shodan); Won inter-school creative writing contests; **Class X topper** in Maths (96%)

## CERTIFICATIONS

- Introduction to Cybersecurity & Networking Basics by Cisco Academy
- Java Fundamentals by Oracle Academy & Extended Realities - AR and VR: Udemy
- NoSQL and DBaaS 101: Cognitive Class
- MATLAB Onramp: MathWorks
- Pursuing Data Structures and Algorithms Masterclass: Udemy