

ATHARVA KADAM

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Graduate student in Computer Science at Michigan Technological University with a strong background in software testing, game development, and application design. Experienced in quality assurance, debugging, and user-centric application development, with hands-on expertise in JIRA, Unreal Engine 5, and web technologies. Passionate about game development, interactive applications, and creating seamless user experiences.

EDUCATION

MASTER'S DEGREE Computer Science Michigan Technological University	Graduation Date: May 2025
BACHELOR'S DEGREE Computer Engineering Savitribai Phule Pune University	Graduation Date: July 2023

PROFESSIONAL EXPERIENCE

TEACHING ASSISTANT Michigan Technological University Houghton, MI	Jan 2024 – Dec 2024
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- Evaluated over 100 assignments, quizzes while maintaining a grading accuracy rate of 98%, significantly enhancing the trust in academic integrity among students.
- Collaborated with course instructor to develop targeted support strategies, resulting in improved student performance by 30% on subsequent assessments across multiple cohorts.

JUNIOR GAME TESTER Ubisoft Entertainment India Pvt Ltd Pune, India	Mar 2020 – Mar 2021
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- Performed Smoke Testing on game software builds and reported critical Walkthrough-Blockers to software developers.
- Monitored reported bugs and performed Regression Testing to ensure software functions as expected after coding updates and improvements.
- Designed Test Case scenarios and perform Negative Testing to identify whether software handles improper end user behavior.
- Bug-Tracking/Management tools like JIRA following Agile Methodologies.
- Review the game Design Documents and documented Exploits to retain documentation of game software.

GAME TESTER Expleo India Infosystem Pvt Ltd Pune, India	Oct 2019 – Feb 2020
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- Conducted manual testing on various mobile devices before every release and update.
- Assessed game software for critical flaws and potential issues.
- Identified and documented bugs, preparing detailed reports for developers. Evaluated game programs for flaws and issues.

WEB DEV AND DESIGNING - INTERN Oasis Infobyte Pune, India	Feb 2022 – Mar 2022
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- Crafted an interactive portfolio utilizing HTML, CSS, and JavaScript that showcased design capabilities.
- Developed a dynamic temperature conversion website tailored to user specifications.
- Engineered a high-converting landing page for an e-commerce platform, optimizing design and user experience.

PROJECTS

VR CARNIVAL EXPERIENCE

- Designed and developed an interactive virtual reality (VR) carnival featuring multiple physics-based mini-games using Unreal Engine 5.
- Implemented realistic physics mechanics for carnival games like "Can Knock Down", "Balloon Pop," to simulate object interactions and trajectories.

POST-FIRE ASSESSMENT APP

- Designed and developed a mobile application to assist post-fire assessment teams in logging and storing ash-related data in the field.
- Designed a user-friendly interface tailored for scientists and field teams with varying levels of technical expertise.
- Developed a data collection system to store and manage information such as ash color, depth, moisture levels, timestamps, and user observations.

RUBBER DUCKY

- Developed an interactive chatbot, Ducky, capable of responding to user input based on predefined conversational rules.
- Designed custom rule-based responses for different conversational contexts, including greetings, emotions, programming discussions, and troubleshooting support.
- Integrated debugging assistance into the chatbot, helping users identify and resolve programming issues by prompting relevant questions and suggestions

TECHNICAL SKILLS & INTERESTS

Skills: JIRA, CorelDraw, Unreal Engine 5, Microsoft Office **Interests:** Game Development, Quality Assurance