ATHARVA KADAM

◉ Houghton, MI ☎ 906-767-8852 ✉ kadam.atharva14@gmail.com
🔗 linkedin.com/in/atharva-kadam-indie 🌐 atharvak14.github.io/Portfolio/

OBJECTIVE

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

Michigan Technological University   **Aug 2023 - Apr 2025**
MS in Computer Science   *Houghton, MI*
Savitribai Phule Pune University   **Jun 2020 - Jul 2023**
Bachelor of Engineering in Computer Engineering   *Pune, India*

EXPERIENCE

Michigan Technological University   **Jan 2024 – Dec 2024**
Teaching Assistant   *Houghton, MI*
- Graded over **100+ assignments and quizzes** with a **98% accuracy rate**, enhancing transparency and reinforcing academic integrity.
- Provided academic support and mentorship, helping students strengthen their grasp of core computer science principles.

Ubisoft Entertainment India Pvt Ltd   **Mar 2020 – Mar 2021**
QA - Junior Game Tester   *Pune, India*
- Contributed to the **QA testing of two AAA game titles**, transitioning mid-project while maintaining consistent quality standards.
- Executed **smoke, regression, and negative testing** across PC and console builds to ensure functional stability and immersive player experience.
- Logged and managed over **50+ bugs** using **JIRA** within an Agile environment, aiding timely patching and sprint deliverables.
- Reviewed game design documents and identified gameplay exploits, reinforcing game integrity and balance.

Expleo India Infosystem Pvt ltd   **Oct 2019 – Feb 2020**
QA - Game Tester   *Pune, India*
- Performed comprehensive manual testing on a **mobile game title** across multiple **iOS devices (iPhones and iPads)** to validate cross-device compatibility.
- Identified and reported **30+ bugs and design issues**, contributing to higher quality assurance and user satisfaction in final release.
- Conducted regression cycles to validate bug fixes, enhancing game stability and overall performance.

Oasis Infobyte   **Feb 2022 – Mar 2022**
INTERN - Web Dev & Designing   *Pune, India*
- Completed instructional web development tasks, creating components such as a **portfolio site**, **temperature converter**, and **e-commerce landing page prototype** using **HTML, CSS, and JavaScript**
- Gained hands-on experience with front-end design principles and improved understanding of UI/UX fundamentals.
- Strengthened foundational development skills through structured, task-based learning assignments.

PROJECTS

VR Carnival Experience | *Unreal Engine 5*   **Jan 2025 – Apr 2025**
- Designed and built a interactive **VR carnival environment** using **Unreal Engine 5**, featuring multiple mini-games with physics-based gameplay.
- Developed and integrated **2 mini-games** with accurate object physics and score tracking.
- Engineered immersive game mechanics using **Blueprints**, enhancing realism and player engagement.

Post-Fire Assessment App | *HTML, CSS, JavaScript*   **Jan 2024 – Apr 2024**
- Developed a mobile web app to support **post-wildfire environmental assessments**, enabling field teams to log critical data in real-time.
- Designed a user-friendly interface to record **ash color, depth, moisture level, and timestamps**, improving the speed and accuracy of field data collection.
- Built a lightweight **data management system** to store and organize observations for later analysis.

SKILLS

Testing & Quality Assurance: Smoke Testing, Regression Testing, Negative Testing, Test Planning, Test Case Development, Test Execution, Bug Tracking, JIRA, Agile Methodologies
Programming & Development Tools: Python, C++, HTML, CSS, JavaScript, Unreal Engine 5
Soft Skills & Collaboration: Analytical Thinking, Creative Problem-Solving, Communication, Remote Collaboration, Academic Mentoring