

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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- Conducted software testing in game development pipelines, performing smoke and regression testing.
- 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.
- Identified and reported critical game-breaking bugs using JIRA and Agile methodologies.
- Reviewed game design documents and identified exploits to enhance gameplay integrity.

GAME TESTER Expleo India Infosystem Pvt Ltd Pune, India	Oct 2019 – Feb 2020
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- Executed manual testing across various mobile devices to ensure game stability pre-release.
- 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

- Developed an interactive VR carnival environment with physics-based mini-games in Unreal Engine 5.
- Implemented realistic physics mechanics for carnival games like "Can Knock Down", "Balloon Pop," to simulate object interactions and trajectories.
- Designed and optimized interactive environments for seamless user experience.

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.

TECHNICAL SKILLS & INTERESTS

Game & VR Development: Unreal Engine 5, Unity, VR Interactions

Software Development & Programming: JavaScript, Linux, Microsoft Visual Basic, , C++, Python

Testing & Debugging: JIRA, Agile Development, Regression Testing, Bug Tracking

Design & Engineering Principles: UI/UX, Technical Drawings, 3D Modeling Basics

Collaboration & Communication: Teamwork, Problem-Solving, Technical Documentation

Interests: Game Development, Quality Assurance