

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

MS in Computer Science

Aug 2023 - Apr 2025

Houghton, MI

Savitribai Phule Pune University

Bachelor of Engineering in Computer Engineering

Jun 2020 - Jul 2023

Pune, India

EXPERIENCE

Michigan Technological University

Teaching Assistant

Jan 2024 – Dec 2024

Houghton, MI

- 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.

Ubisoft Entertainment India Pvt Ltd

QA - Junior Game Tester

Mar 2020 – Mar 2021

Pune, India

- 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.

Expleo India Infosystem Pvt ltd

QA - Game Tester

Oct 2019 – Feb 2020

Pune, India

- 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.

Oasis Infobyte

INTERN - Web Dev & Designing

Feb 2022 – Mar 2022

Pune, India

- 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 | Unreal Engine 5

Jan 2025 – Apr 2025

- 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 | HTML, CSS, JavaScript

Jan 2024 – Apr 2024

- 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

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