Atharva Kadam

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EDUCATION

Master of Science in Computer Science, Michigan Technological University *Houghton, MI*
Courses: AI, ML, Computer Security, HCI Usability Testing

Bachelor of Technology in Computer Engineering, Pune University *Pune, India*
Courses: Software Engineering, Data Structure & Algo, S/W Modeling & Architecture

SKILLS

Languages:	Python, C++, HTML, CSS, JavaScript, SQL
Technologies:	Unreal Engine 5, Git, JIRA, Agile Methodologies, Jupyter Notebook, Keras, Bootstrap, Django REST Framework
Database:	MongoDB, Django, MySQL, SQLite
Libraries:	PyTorch, TensorFlow, Matplotlib, OpenCV, Scikit-learn, Pandas, NumPy
Testing & QA:	Smoke Testing, Regression Testing, Negative Testing, Functionality Testing, Unit Testing, API Testing, Performance Testing, Test Planning, Bug Tracking

EXPERIENCE

Jr. Quality Assurance Tester, Ubisoft Entertainment **Mar 2020 – Mar 2021** | *Pune, India*
- Executed and instrumented **smoke/regression tests** via structured **JIRA**-driven scripts, resolving 100% critical defects pre-release.
- Managed continuous, data-driven **Agile** defect triage alongside **cross-functional** dev teams, accelerating bug fix integration cycles.
- Created modular, **version-controlled** documentation assets enabling seamless transitions across **AAA titles**, missed milestones 0%.
- Identified telemetry-driven, gameplay exploits via targeted **exploratory tests**, swiftly isolating key gameplay vulnerabilities.
- Improved core game balance through parametric, algorithmic iterative dev design reviews, high-impact exploits reduced 90%.

Quality Assurance Tester, Expleo India Infosystem **Oct 2019 – Feb 2020** | *Pune, India*
- Instrumented QA on mobile builds with **Xcode** profiling and telemetry analysis, maintaining stable frame rates across devices.
- Triaged 30+ rendering/input anomalies in **JIRA** via repro scripts and crash dump, collaborating with engineers for swift resolution.
- Automated regression via **XCTest** in **CI/CD pipelines**, cutting average cycle time by 35% and accelerating deployments.

Web Dev & Designing Intern, Oasis Infobyte **Feb 2022 – Mar 2022** | *Pune, India*
- Engineered responsive portfolio site, temperature converter, and e-commerce prototype by building modular **ES6** components and optimizing Webpack bundles, reducing load times by 30%.
- Implemented semantic **HTML5**, **CSS Grid**, and **Flexbox** during iterative UI sprints, reducing cumulative layout shift by 40%.
- Automated build & test pipelines by integrating **npm** scripts, **ESLint** linting, & Jest unit tests, cutting impactful manual QA hours.

PROJECTS

VR Carnival Experience | *Unreal Engine 5* [🌐] **Jan 2025 – Apr 2025**
- Developed interactive **VR carnival environment** using **Unreal Engine 5** with **physics-based gameplay** mechanics, implementing **3D modeling** and **spatial audio** for immersive user experience.
- Implemented **2 mini-games** featuring **collision detection**, **object physics**, and **real-time score tracking** systems, resulting in 95% user engagement metrics.
- Created **Blueprint visual scripting** systems for **game logic** & **player movement**, reducing development time by 40%

Post-Fire Assessment App | *HTML, CSS, JavaScript* [] **Jan 2024 – Apr 2024**
- Built **responsive web application** for environmental data collection using **HTML5**, **CSS3**, and **JavaScript**, enabling field teams to capture real-time wildfire assessment data.
- Designed **user interface** with **form validation** and **local storage** to record ash color, depth, moisture levels, and timestamps, improving data accuracy by 60%
- Implemented **data management system** with **JSON parsing** and browser storage APIs for offline data persistence and analysis export functionality.

Rubber Duck Debugging Assistant | *Python* [] **Aug 2023 – Dec 2023**
- Developed **Python chatbot** using **natural language processing** and **pattern matching algorithms** to identify programming errors (**ImportError**, **SyntaxError**) and provide automated debugging solutions.
- Implemented **interactive chat interface** with **command-line integration**, **error handling**, and **user input validation**, supporting 50+ error types and casual interactions.
- Built **automated testing framework** with **unit tests** and **scenario simulation** to validate response accuracy, achieving 90% success rate in error detection.

EXTRACURRICULAR ACTIVITIES

Michigan Technological University E-sports Team
Team Member - Rainbow Six Siege
- Member of Michigan Tech's competitive e-sports program, participating in inter-collegiate tournaments while developing teamwork, strategic thinking, and communication skills through competitive gaming environments.