

RESUME

PERSONAL INFORMATION

Bharath Kanth

Tamilnadu, India

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PROFESSIONAL OBJECTIVE

To leverage my skills in game development, programming, and AI to create innovative, immersive, and engaging gaming experiences. I aim to push the boundaries of interactive entertainment by integrating cutting-edge AI technologies, ensuring gameplay that is both challenging and adaptive to player behaviors

SKILLS

Operating systems : Windows, Linux.

Programming languages : C, C++, PYTHON, JAVA, JAVASCRIPT, mySQL, GDscript.

Softwares : Blender, photoshop, Godot, Unity.

Libraries : OpenCV, Pygame, Numpy, Flask, Tensorflow

Concepts : DSA(basic), OOPS(basics), Blender(Geometry nodes), Dynamic programming, Machine learning .

Version Control : Git

Interests : Mathematics, Drawing, 3D-modeling, Astronomical(facts)

Languages : Tamil, English, French.

CERTIFICATION

- **Coursera**
 - C for Everyone : Programming Fundamental
 - Hands-on Introduction to Linux Commands and Shell Scripting
 - Introduction to HTML, CSS, & JavaScript
- NPTEL -Data mining
- **Infosys**
 - Python Foundation (December 2023) - Infosys
 - Web Development (May 2024) - Infosys
 - Artificial Intelligence Foundation (December 2023) - Infosys
 - Data Science Foundation (May 2024) - Infosys
 - Machine Learning with Python (May 2024) - Infosys
- **Altair :**
 - Data Engineering Master Certification (May 2024)
 - Machine Learning Master Certification (June 2024)

PROJECTS

- designed a game using Godot game engine
- -designed a pygame with Ai behaviour and Level generation
- -build a personal portfolio

PROBLEM SOLVING

- solved 50+ leetcode Problems
- solved 1500+ problems in Learnlogicify
- attend 40+ contest in Codechef and solved 100+ problems

EDUCATION

- **KIT-Kalaignar Karunanidhi Institute of Technology**
B.Tech-Artificial Intelligence and Data Science
- **VetriVikaas public School**