Deekshith C

✉ deekshithc010@gmail.com   📞 98459 50835   ⚲ Deekshith C   in Deekshith C

Education

REVA University *Dec 2022 – Mar 2026*
B Tech in Artificial Intelligence and Machine Learning
- GPA: 8.95

Skills

Domains: App development, Game development, UI/UX design, Graphic design, Machine Learning
Languages: Java, C, C#, Python, Dart, Flutter
Technologies: Unity Engine, Figma, Android Studio, Git
Databases: MySQL, Firebase, MongoDB

Experience

Intern - Flutter Front-end Developer *Bengaluru, Karnataka*
Lume Digital Limited, London *Mar 2024 – Aug 2024*
- Built the front end for Vartha, a news app for article summarization and translation.
- Collaborated with UI/UX designers to turn wire frames into mobile interfaces using Flutter.
- Engineered REST API integrations with Node.js, enabling dynamic content retrieval.
- Applied state management to handle UI updates and data flow.

UI/UX Designer and Flutter Front-end Developer *Bengaluru, Karnataka*
DevTrack *Mar 2025 – Apr 2024*
- Designed an interactive progress bar widget with expandable timeline details view on tap using Figma.
- Recreated and implemented the design from scratch using Flutter.

Projects

DevTrack App *DevTrack App repo* ↗
- Designed and developed a dynamic app for DevTrack club members and mentors, enabling seamless connection, real-time updates, and project tracking within the club. Integrated an intuitive UI/UX to enhance engagement, fostering a collaborative environment for innovation and knowledge sharing.
- Tools Used: Figma, Flutter

Gobi Subramani *Gobi Subramani repo* ↗
- Led and actively contributed to the design and development of a 2D action game, driving gameplay mechanics, multi-level design, creative direction, and original game art.
- Tools Used: C#, Unity Engine, Piskel

Get Out! *GetOut! repo* ↗
- Developed a 2D escape room game featuring a captivating UI inspired by classic GBA aesthetics. Built on Unity Engine with immersive gameplay mechanics and engaging puzzles.
- Tools used: Unity Engine, C#

Activities & Achievements

Core Member *Nov 2024 – Dec 2025*
DevTrack Club
- Mentored members in UI/UX, ensuring seamless project creation and effective learning.
- Best Performer for Get Out! and Best Team for Gobi Subramani in 4th and 6th Project Cycles .
- Creative Head & Design Lead, crafting conceptual visuals for poster and video promo content creation,

advancing to overseeing and guiding design and promotions.

- Organized and executed numerous events and workshops from conception to completion, including technical game design and volunteer coordination.

Hackathon Track Prize Winner *Mar 2025*

HaccVerse - HACC

- Designed front-end UI for a Web3 project, featuring an admin panel and an integrated NFT marketplace.
- Built the front end in React based on UI designs, coordinating with backend teams for API integration.

Center Leader *July 2024 – Mar 2025*

U&i Trust

- Coordinated volunteer efforts to educate underprivileged children, mentoring volunteers in curating and improving their tutoring sessions for maximum impact.
- Activated a city-wide recruitment campaign, raising awareness, and boosting volunteer participation.
- Contributed to Bangalore North-wide community programs, encouraging volunteer engagement and leadership.
- Led a successful crowdfunding initiative, securing 3.5 lakhs to enhance center resources and learning facilities.