Ajith Narayana K

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OBJECTIVE

An enthusiastic result oriented engineering student proficient in Python, Java, C++, and game development with hardware design expertise in Blender and Proteus, looking for opportunities in graphics and adjacent domains.

TECHNICAL SKILLS

Languages: Python, Java, C++
Design Tools: Blender, Proteus, Solid Edge.
Web Development: HTML, CSS, JavaScript.
Frameworks: React JS, Next JS, Django.
App Development: React Native.
Game Engines: Unreal, Unity, Godot
Database: MySQL, MongoDB.
Development Tools: Visual Studio, VSCode, EclipseIDE

PROJECTS

IISc Hardware Internship Selection Project, *Astable Multivibrator Design Using 555 Timer IC* **Sept '23**
Designed a PCB using SMD components for a compact and efficient circuit layout. Developed a user-friendly, durable casing for the setup, prioritizing ease of use and aesthetics. Ensured seamless integration between the circuit and casing for a streamlined final product.

VTU, DBMS Mini Project for Sorting Groceries **Jan '23**
Developed a user-friendly grocery shopping database management system to help users efficiently organize their shopping lists. Utilized front-end development tools to create an intuitive interface and integrated MySQL for robust data management. Focused on optimizing usability and system performance for a seamless user experience.

Character design and environment design, Gamedev **Dec '23**
Implemented AI for dynamic enemy movement with random positioning. Created detailed terrain for the game environment using Unreal Engine. Utilized both Blender and Unreal Engine for modeling and development to enhance game design and functionality.

Recreated FNAF game **Dec '23**
Recreated the popular *Five Nights at Freddy's* game using Unreal Engine, incorporating AI implementations for realistic character behavior. Focused on replicating the game's mechanics and atmosphere. Enhanced gameplay experience with immersive visuals and interactive environments.

Quantum encrypted chat application **Jul '24**
Developed a quantum-encrypted chat application to ensure secure communication. Utilized IBM APIs for quantum encryption and Django for the web framework. Focused on enhancing data privacy and safeguarding user interactions.

Metro Parking App **Aug '24**
Developed a system to replace the slip number process in metro parking with SMS notifications. Built the application using React Native for the front end and MongoDB with Node.js for backend integration. Streamlined parking operations and improved user convenience.

OneBox Imitation **Sept '24**
Developed a system imitating OneBox features, including email retrieval, replying, and deletion. Built using React.js for a responsive and interactive user interface. Focused on replicating key functionalities to enhance user experience.

EDUCATION

B.E in Computer Science & Engineering **GPA – 8.24** **Aug'25**
Visvesvaraya Technological University (VTU), India
Undergrad Coursework: Data Structure and Algorithms, Microcontrollers, AIML and Computer Networks

The Learning Centre P U college | Manglore **81%** **2019-2021**
PCMS

Vishwamangala High School | Manglore **94%** **2014-2019**
Affiliated to KSEEB, Karnataka

AWARD AND ACHIEVEMENTS

Second Runner Up (Best Audio) - Gameathon 6.0 **Dec '23**
- Jyothy Institute of Technology, Bengaluru, Karnataka

Consolation Prize -Webexcellence **Dec '23**
- Jyothy Institute of Technology, Bengaluru, Karnataka

Second Runner Up (Best Audio) - Gameathon **Mar '23**
- Adi Shankara Institute of Engineering and Technology, Kalady, Kerala