JYOTHSNA GAJAM

Trainee Software, YesGnome

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SUMMARY

Highly motivated and professional Trainee Software with over 2 years of experience at PurpleTalk India Private Limited. Proficient in managing tasks solving bugs and optimising the code. Possess exceptional communication and interpersonal skills with a proven ability to work independently and as part of a team.

EDUCATION

Rajiv Gandhi University of Knowledge and Technologies, Basar

Bachelor's Degree in Computer Science (8.4 GPA) 2018- 2022

EXPERIENCE

Trainee Software

PurpleTalk India Private Limited | Full Time
August 2022 - December 2023

Intern Software

PurpleTalk India Private Limited | Internship
December 2021 - July 2022

COMPUTER SKILLS

- Languages : C, Java and C#
- WebTechnologies : HTML, CSS
- DataBase : MySql, Oracle

TECHNOLOGY

- Unity Game Engine.

INTERNSHIP

Telugu News Headline Generation

IIIT Hyderabad | June 2021 - July 2021
- With the help of Deep Learning concepts, Telugu descriptions has taken as input and tokenized to build a model of headline generation.
Language & Tools : Python, Google Colab

MAJOR PROJECT

Third Person Shooting Game

3D Shooting Game | March 2022 - April 2022
- Basic TPS game developed with minimal assets.
Language & Tools : C#, Unity Engine, Git, Sourcetree, Jira.

PROJECTS

GamePe

Live Casual Game Platform | PurpleTalk India Private Limited
May 2023 - November 2023
PlayStore Link : https://gamepe.page.link/share
- Developed a multi-platform game with support for multiple screens, managing data assignment and handled both UI & functionality.
- Integrated the sounds, animations and added the localization for whole game.
- Experience with Socket and IronSource for Ads
- collaborated with backend team for the game event data modifications
- Pick up Jira issues & resolves it and inform to the team.
Language & Tools : C#, Unity Engine, Git, Sourcetree, Jira.

Ton Games

WebGl games | PurpleTalk India Private Limited
March 2023 - April 2023
- I converted and optimized 2D and 3D games for WebGL, addressed resolution and gameplay issues across six different games.
- I improved the gameplay code for all six games.
Language & Tools : C#, Unity Engine, Git, Sourcetree, Jira.

Solitaire

Card Puzzle Game| PurpleTalk India Private Limited
November 2022 - March 2023
Game Link : https://www.getclash.com/
- I efficiently developed and integrated Magic and Hint power-up features into the game in just one month. Implemented Magic Powerup feature in Game.
- I tested the game multiple times to identify and fix more bugs, ensuring a more effective delivery of game.
Language & Tools : C#, Unity Engine, Git, Sourcetree, Jira.

SPEED 21

Card Puzzle Game | PurpleTalk India Private Limited
August 2022 - October 2022
Game Link : https://www.getclash.com/
- Created a UI with minimal sprites for efficient performance while ensuring high-quality design.
- Maintained the optimized code while solving the bugs.
- I've addressed problems related to card freezing, movement glitches, and random card generation. Collaborated with QA to verify issue consistency.
Language & Tools : C#, Unity Engine, Git, Sourcetree, Jira.