

# Jeevakrishna V

Portfolio: [jeevakrishna.com](https://jeevakrishna.com)

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## EDUCATION

- **Shanmugha Arts, Science, Technology, and Research Academy (SASTRA)** Thanjavur, India  
*Bachelor of Technology - Information Technology; CGPA: 6.9 (as of last semester)* 2022 – 2026
- **Yagappa Matriculation Higher Secondary School** Thanjavur, India  
*Higher Secondary Certificate (HSC); Percentage: 77.5%* 2022
- **Yagappa Matriculation School** Thanjavur, India  
*Secondary School Leaving Certificate (SSLC); Percentage: 63.8%* 2020

## SKILLS SUMMARY

- **Languages:** Python, C++, JavaScript, SQL, C#, Java
- **Frameworks:** NLTK, TensorFlow, Keras, Flask, Node.js, Express.js, React.js
- **Tools:** Git, PostgreSQL, MySQL, Drizzle, Prisma, MongoDB, Docker, Supabase, OpenAI API, Clerk
- **Software & IDEs:** Unity, Blender, Krita, Photoshop, Visual Studio Code, Sublime Text, DaVinci Resolve
- **Platforms:** Linux, Web, Windows, Arduino, Raspberry Pi
- **Soft Skills:** Creativity, Time Management, Teamwork, Adaptability, Professionalism

## EXPERIENCE

- **Freelancer** Remote  
*Web & Game Developer* April 2022 – Present
  - **Educational Web Projects for School:** Created French Quiz and Chemistry test websites to support students during online learning.
  - **JavaScript Web Game:** Developed an interactive game using JavaScript for student engagement.  
**Link:** [jeevakrishna.github.io/Asap](https://jeevakrishna.github.io/Asap)
  - **Health Literacy Game:** Built a digital Snake & Ladder game for doctor to promote hypertension awareness.  
**Link:** [healthygame.vercel.app](https://healthygame.vercel.app)
- **Co-founder, Designer & Developer – The Impact Store** Thanjavur, India  
*Creative Merchandise Venture* May 2023 – Dec 2023
  - **Creative Direction & Production:** Designed and produced customized merchandise including cultural and departmental tees, focusing on high-impact visuals and print quality.
  - **User-Initiated Design:** Developed a user-driven design process, allowing students and departments to initiate custom artwork aligned with their events.
  - **Digital Presence:** Established the brand's online presence through visual storytelling and social media marketing to promote designs and collect orders.
- **VoltaVerse Studio (Indie Game Studio)** Thanjavur, India  
*Founder & Solo Game Developer* March 2024 – Present
  - **SWITCH – 2D Game:** Designed and published a reflex-based hyper-casual game on Play Store using Unity & C#.
  - **SWIRL 3D – Endless Runner:** Built an endless 3D vortex motion game in Unity, with high-score tracking and device optimization.
  - **Augmented Reality Projects:** Created AR experiences using Vuforia SDK & Spark AR; published Instagram filters.
- **TRYMBKM** Remote  
*Frontend Developer Intern* Sep 2024 – Jan 2025
  - **UI/UX Development:** Designed responsive layouts with modern animations and transitions to enhance user interaction and visual appeal.
  - **Frontend Engineering:** Contributed to the development and maintenance of responsive web applications using React.js and JavaScript. Participated in code reviews, testing, and debugging workflows.

## PROJECTS

- **SWITCH – 2D Hyper-Casual Game (Unity, Game Development):** Developed and published a reflex-based puzzle game on the Play Store using C#, Unity 2D physics, and custom gameplay mechanics.  
**Link:** [Switch on Play Store](#)
- **BrainyBites – Math Snake Game (Game Development, Education):** Designed an educational snake game for children aged 5–15 to enhance mathematical skills and fine motor coordination. Built using Unity and C#.
- **Food-Focus AI (Computer Vision, Web App):** Inspired by HealthifyMe, this open-source web app detects Indian foods via image and returns macronutrient breakdown using a custom-trained Vision Transformer (ViT).  
**Link:** [food-focus-ai.vercel.app](https://food-focus-ai.vercel.app)
- **Work Ripple AI (Productivity, PWA):** Built a productivity-enhancing PWA featuring Pomodoro timer, to-do list, lofi playlist, dark mode, and local settings storage. Cross-device sync coming soon.  
**Link:** [workripple.vercel.app](https://workripple.vercel.app)
- **PromptPDF – AI PDF Chat Assistant (Next.js, AI, RAG):** Created a platform to interact with PDFs using RAG (Retrieval-Augmented Generation). Embeds PDF content via PineconeDB and uses OpenAI for conversational queries. Secure file upload via AWS S3, Clerk authentication, ShadCN UI, and full-stack setup with Next.js 15, DrizzleORM, PostgreSQL.  
**Link:** [prompt-pdf.vercel.app](https://prompt-pdf.vercel.app)

## HONORS & ACHIEVEMENTS

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- **Snapchat AR Filter:** Published an interactive Snapchat filter that went viral, reaching over 40K plays within 6 days.
- **Finalist – DAKSH Hackathon, SASTRA University:** Selected as a finalist for presenting an innovative solution at the university-level tech competition.
- **Zonal-Level Football Player:** Represented my school in zonal-level football tournaments, demonstrating athletic and team leadership skills.
- **100+ Downloads in 24 Hours – SWITCH Game:** Achieved 100+ downloads on the Play Store within the first 24 hours of releasing my debut mobile game.

## VOLUNTEER EXPERIENCE

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| • <b>Workshop Conductor – SASTRA University</b>   | Thanjavur, India |
| • <i>Led a 3-day free Web Development workshop for students across departments.</i>         | Nov 2022         |
| • <b>Campaign Organizer – Inclusive Education</b>   | Thanjavur, India |
| • <i>Organized a game-based awareness campaign for children with learning disabilities.</i> | 2022             |