

# Jeevakrishna V

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## EDUCATION

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| <b>Shanmugha Arts, Science, Technology, and Research Academy (ASTRA)</b>           | Thanjavur, India |
| • Bachelor of Technology - Information Technology; CGPA: 6.9 (as of last semester) | 2022 – 2026      |
| <b>Yagappa Matriculation Higher Secondary School</b>                               | Thanjavur, India |
| • Higher Secondary Certificate (HSC); Percentage: 77.5%                            | 2022             |
| <b>Yagappa Matriculation School</b>  | 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

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|---|-----------------------------|
| <b>Freelancer</b>   | Remote                      |
| • <i>Web &amp; Game Developer</i>   | <i>April 2022 – Present</i> |
| ◦ <b>Educational Web Projects for School:</b> Created French Quiz and Chemistry test websites to support students during online learning.   |                             |
| ◦ <b>JavaScript Web Game:</b> Developed an interactive game using JavaScript for student engagement.<br>Link: <a href="https://jeevakrishna.github.io/Asap">jeevakrishna.github.io/Asap</a>                 |                             |
| ◦ <b>Health Literacy Game:</b> Built a digital Snake & Ladder game for doctor to promote hypertension awareness.<br>Link: <a href="https://healthygamer.vercel.app">healthygamer.vercel.app</a>             |                             |
| <b>Co-founder, Designer &amp; Developer – The Impact Store</b>  | Thanjavur, India            |
| • <i>Creative Merchandise Venture</i>   | <i>May 2023 – Dec 2023</i>  |
| ◦ <b>Creative Direction &amp; Production:</b> Designed and produced customized merchandise including cultural and departmental tees, focusing on high-impact visuals and print quality.                     |                             |
| ◦ <b>User-Initiated Design:</b> Developed a user-driven design process, allowing students and departments to initiate custom artwork aligned with their events.   |                             |
| ◦ <b>Digital Presence:</b> Established the brand's online presence through visual storytelling and social media marketing to promote designs and collect orders.  |                             |
| <b>VoltaVerse Studio (Indie Game Studio)</b>  | Thanjavur, India            |
| • <i>Founder &amp; Solo Game Developer</i>  | <i>March 2024 – Present</i> |
| ◦ <b>SWITCH – 2D Game:</b> Designed and published a reflex-based hyper-casual game on Play Store using Unity & C#.  |                             |
| ◦ <b>SWIRL 3D – Endless Runner:</b> Built an endless 3D vortex motion game in Unity, with high-score tracking and device optimization.  |                             |
| ◦ <b>Augmented Reality Projects:</b> Created AR experiences using Vuforia SDK & Spark AR; published Instagram filters.  |                             |
| <b>TRYMBKM</b>  | Remote                      |
| • <i>Frontend Developer Intern</i>  | <i>Sep 2024 – Jan 2025</i>  |
| ◦ <b>UI/UX Development:</b> Designed responsive layouts with modern animations and transitions to enhance user interaction and visual appeal.   |                             |
| ◦ <b>Frontend Engineering:</b> 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](https://play.google.com/store/apps/details?id=org.jeevakrishna.switch&hl=en_US&gl=US)
- **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>         | <i>Nov 2022</i>  |
| • <b>Campaign Organizer – Inclusive Education</b>   | Thanjavur, India |
| <i>Organized a game-based awareness campaign for children with learning disabilities.</i> | <i>2022</i>      |