

Jeevakrishna V

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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, Django, Flask, NodeJS, LAMP
- **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
 - **Health Literacy Game:** Built a digital Snake & Ladder game for doctor to promote hypertension awareness.
Link: 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.
- **RR Finvest** Remote
Frontend Developer Intern Oct 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
- **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
- **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

HONORS & ACHIEVEMENTS

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