KEERTHIVASAN

Preferred Name: Keerthi

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London, ON, Canada

I'm a versatile professional skilled in software development, research, and project management. Eager to learn and grow, I am looking for an entry-level job that challenges me. My goal is to lead and make a big impact on my future roles.

WORK EXPERIENCES & PROJECTS

Research Assistant – Materia Bioworks, Fanshawe College (August – November 2024)
- Developed a web scraper to collect data automatically.
- Researched biopolymers to develop new AI training methods.
- Employed machine learning techniques to study how different material properties interact and combine.

Research Assistant – Haply Robotics, Fanshawe College (August – November 2024)
- Integrated CHAI 3D with the Unity engine to develop haptic feedback systems.
- Worked on creating environments that use multiple physics engines to improve simulation effectiveness.

Multiple Personal Projects, Fanshawe College (2023-2024)
- Developed a custom engine featuring animation, collision detection, physics, and graphics capabilities using OpenGL.
- Designed and implemented websites using JavaScript.
- Built a media player using the FMOD audio engine.
- Created a JSON parser for efficient data handling.

SKILLS

Front-End Web Development: Experienced in creating responsive and user-friendly interfaces.
Programming Proficiency: Skilled in C++, Python, and JavaScript, enabling the development of complex software solutions.
AI Tools Proficiency: Adept at utilizing and understanding AI tools, with a knack for quickly learning new technologies.
Industry Awareness: Keeps abreast of the latest trends and technologies in the tech environment.
Remote Collaboration: Capable of effectively working in remote settings and directly managing client relationships.
AI Prompt Engineering: Proficient in crafting tasks and generating prompts for AI applications.
Technical Tool Mastery: Knowledgeable in Docker and other essential development tools.
Unreal Engine Proficiency: Experienced in using Unreal Engine for testing functionalities and creating game prototypes.

EDUCATION

- **Visual Effects and Editing for Contemporary Media (2024-2025) -** Fanshawe College, London, ON
- **Game Development - Advance Programming (2023-2024) -** Fanshawe College, Downtown London, ON
- **MCA (2020-2022) -** College OF Engineering Guindy, Anna University, Chennai, India
- **B. Com (2017-2020)-** Ramakrishna Mission Vivekananda College, Chennai, India
- **HSC (2017)-** Dominic Savio, Matriculation Hr Sec School, Chennai, India