

# Kavin A S

Front-end Developer | Game Developer

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## Field of Interest:

**Game Development:** In the field of game development, I have an intermediate level of knowledge for developing games and writing scripts and I was in my path of learning from learning platforms like Udemy and Coursera. I have some hand on experience in project

**Embedded System:** In the field of embedded systems also I have a separate interest in doing innovative ideas and having some hand-on-experience on project and having innovative ideas

## Projects:

### 3-D Console Based Game:

It is 3D Game. It contains a 3D object as player. The player wants to move from the start point to the end point. There were some obstacles based on the collusion the Player's point will be calculated.

**Technologies:** C# | Visual Studio Code | Unity Engine

**GitHub:** <https://github.com/Kavin7094/Project-dooge>

### AIR MOUSE:

I have used the Arduino LEONARDO board, MPU6050. By using C Language, Library Mouse.h and Coordinates form MPU-6050 are given to the Arduino Board . And this mouse can be connected through both wire and wireless. **Technologies:** Arduino | Arduino IDE | C

**GitHub:** <https://github.com/Kavin7094/air-mouse>

### VOTING SYSTEM:

Create a simple voting system java swing to build a basic user interface for voting. And I can store the information in my database locally and I can retrieve data from DB using Java JDBC connection. **Technologies:** Java | Java swing | JDBC | SQL

**GitHub:** <https://github.com/Kavin7094/Voting-system->

**Grievance System: Role:** front-end developer

a structured process for employees or citizens to formally raise and resolve complaints or concerns about workplace issues or service delivery. It provides a channel for expressing dissatisfaction and aims to ensure fair and effective resolution of disputes

## Certifications:

- 1) Python certification from certipoint
- 2) Unity Game Developer 3D certification from Udemy

## Objective:

Passionate software developer with a strong interest in creating innovative, efficient solutions through clean, scalable code. Skilled in problem- solving, collaboration, and clear communication, with a focus on continuous learning and delivering high-quality user experiences.\_

## Skills:

### Programming languages:

- 1) Java
- 2) Python
- 3) C#

### Non-Tech Skills:

- 1) Prompt Engineering
- 2) MS- Office
- 3) Leadership
- 4) Collaboration

### Tools:

- 1) Git and GitHub
- 2) Postman API
- 3) Unity Engine

## Education:

### COLLEGE:

#### B. Tech (Information Technology)

Manakula Vinayagar Institute of Technology -Puducherry

CGPA-7.7

### SCHOOL:

12<sup>th</sup> (76%): st Joseph's Hr. Sec.School.

10<sup>th</sup> (62%): st Joseph's Hr. Sec.School.

## Extracurricular activities:

**Volunteering:** As an NSS volunteer we have conducted 7 days special camp every year and spread awareness and do social work.

