

Nagasumukh Hunsur Dinesh

<https://nagasumukh.github.io/3DPortfolio>

LinkedIn

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EDUCATION

George Mason University

Master of Science in Computer Science; GPA:3.83/4.0

Fairfax, VA

Aug. 2022 – May. 2024

Vidyavardhaka College of Engineering

Bachelor of Engineering in Information Science

Mysuru, India

Aug. 2016 – Jul. 2020

PROGRAMMING SKILLS

Languages: C#, Java, Python, C, C++, JavaScript, HTML5/CSS3

Databases: MongoDB, MySQL, MS SQL Server

Frameworks: .Net, Node.js, React.js

Tools & Technologies: Git/GitHub, Jira, Docker, Jenkins

Platforms: Visual Studio, Firebase, .Net, AWS(EC2, S3, Lambda, RDS, VPC)

OS: Windows, Android, iOS, MacOS, Linux

EXPERIENCE

InOrbit Systems

Software Developer Intern

Philadelphia, PA

May. 2023 - Aug. 2023

- Developed Cat Runner game's backend using Node.js for seamless performance and functionality.
- Designed and implemented RESTful APIs for in-game features, including profiles, scores, and levels.
- Innovated immersive Heads-Up Display(HUD), collaborated on asset integration for polished gameplay experience.

Juego Studios Private Limited

Software Developer

Bangalore, India

Jan. 2020 - Aug. 2022

- Led iOS/Android game development in Unity (C#), creating diverse titles (arcade, MMO, RPGs).
- Set up various SDKs, including Google API, Firebase, Facebook, Google Ads, and Unity In-App Purchases.
- Engineered editor scripts, integrating SDKs, cutting project delivery time by 30%, enhancing team productivity.

PROJECTS

JobConnect - A Job Portal Website | ReactJS, JavaScript, MongoDB

Jul. 2023 – Oct. 2023

- Utilized Tailwind CSS for responsive design and React with Three Fiber for visually engaging job portal.
- Designed the backend with MongoDB for efficient data storage and retrieval, improving the overall user experience for job seekers and employers.

Campus Feedback System | AWS, Rancher, Jenkins, GitHub, Docker Hub

Feb. 2023 – May. 2023

- Developed university feedback system, empowering students and faculty to share insights on facilities, services, and courses.
- Implemented Docker for efficient packaging, boosting scalability by 70%, and cutting deployment time by 40%.
- Automated Jenkins-GitHub-Docker workflow, orchestrated AWS clustered deployment via Rancher for optimized container management.

Coin Kings | C#, Unity

Apr. 2021 – Dec. 2021

- Designed the architecture and flow for the Event system module.
- Incorporated event system in the game allowing clients to change reward image and type based on back-end data.
- Utilized UDP for back-end event rewards, enhancing game-play with dynamic state updates.