

## CONTACT

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## EDUCATION

2017 - 2019

KURUMATHUR GOVERNMENT  
VOCATIONAL HIGHER SECONDARY  
SCHOOL

- +2 computer science

2019 - 2022

COLLEGE OF APPLIED SCIENCE  
NERUVAMBRAM

- BSc Computer science

## SKILLS

- Project Management
- Public Relations
- Teamwork
- Time Management
- Leadership
- Effective Communication
- Critical Thinking

## TECHNICAL SKILLS

- Front-End Development: HTML5, CSS3, JavaScript, jQuery, Bootstrap, Three.js, Spline
- Back-End Development: Node.js, Django
- Mobile App Development: Flutter, Dart
- Game Development: Unity, Unreal Engine
- 3D Modeling & Animation: Blender
- Databases: SQL, PostgreSQL
- Tools & Platforms: Git, GitHub, Visual Studio Code, Android Studio, Unity Editor, Unreal Engine Editor

# NAVANEETH K V

## WEB DEVELOPER

## OBJECTIVE

A dedicated and innovative web and mobile app developer with 3 years of professional experience in creating cutting-edge digital solutions. Seeking to contribute my technical skills and creative approach to a dynamic team in Japan, where I can further refine my expertise in web and game development.

## PROFESSIONAL EXPERIENCE

- Freelance Web Developer | India** 2021 - PRESENT
  - Architected and deployed responsive websites, combining HTML5, CSS3, and JavaScript to enhance user engagement.
  - Integrated complex animations and 3D elements using jQuery and Three.js, elevating client websites' interactivity.
  - Developed robust back-end solutions with Node.js and Django, ensuring seamless data management and user authentication.
  - Optimized SQL and PostgreSQL databases to handle large-scale data efficiently, improving application performance.
- Flutter Developer | India** 2021 - 2022
  - Engineered cross-platform mobile applications with Flutter, ensuring consistent performance on both Android and iOS devices.
  - Designed intuitive user interfaces, emphasizing UX/UI principles to enhance user satisfaction.
  - Collaborated on API integration, streamlining backend processes for real-time data synchronization.
- Game Developer (Unity/Unreal Engine)** 2020 - PRESENT
  - Led the development of impressive 2D and 3D games, utilizing Unity and Unreal Engine to craft engaging gameplay experiences.
  - Modeled and animated 3D assets with Blender, ensuring high-quality visual elements.
  - Implemented advanced game mechanics and optimized performance for seamless gameplay on multiple platforms.

## NOTABLE PROJECTS

- Bread Factory:** A sophisticated web-based platform highlighting a bread company's operations and supply chain. Developed using HTML, CSS, JavaScript, jQuery, Three.js, and Firebase. This project showcases advanced front-end techniques and interactive 3D visualizations.
- One Touch:** A comprehensive mobile application designed to centralize essential services, simplifying user access to various apps. Built with Flutter, Dart, and Firebase, demonstrating expertise in cross-platform development and backend integration.
- Endless Forest:** A visually stunning 3D open-world game that immerses players in expansive environments. Developed using Unity and Unreal Engine, this project highlights skills in game design, environment creation, and performance optimization.

## LANGUAGES

- English: Intermediate
- Japanese: Willing to learn
- Malayalam: fluent

## CERTIFICATIONS

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- Flutter & Dart - The Complete Guide [2024 Edition] by Maximilian - Udemy
- Complete C# Unity Game Developer 3D by Rick Davidson - Udemy
- The Complete 2024 Web Development Bootcamp by Angela Yu - Udemy

## CULTURAL FIT

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- Strong understanding of both Indian and Japanese work cultures, ensuring seamless collaboration in multicultural teams.
- Demonstrated ability to adapt and thrive in new environments, with a keen interest in Japanese technology and innovation.