PRATHIK JKUMAR

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____ Summary ____

Highly organized and motivated recent graduate actively seeking a part-time position. A dedicated team player with strong problem-solving skills and a keen eye for detail. Possessing excellent communication skills and a proven ability to work effectively in fast-paced environments. Eager to contribute to a dynamic organization while further developing professional skills.

_____ Skills _____

C#: Proficiency in C# programming language, including object-oriented programming (OOP) concepts, LINQ, and the .NET framework.

C++: Strong knowledge of C++ programming language, including memory management, templates, and the Standard Template Library (STL).

Python: Proficiency in Python programming language, including its syntax, data structures, and popular libraries/frameworks such as NumPy, Pandas, and Django.

Object-Oriented Programming (OOP): Understanding of OOP principles and the ability to apply them in C#, C++, and Python programming.

Software Development: Experience in developing software applications using C#, C++, and Python, including designing, coding, testing, and debugging.

Problem-Solving: Ability to analyze complex problems, break them down into manageable tasks, and develop effective solutions using C#, C++, or Python.

Algorithms and Data Structures: Strong understanding of fundamental algorithms and data structures and their implementation in C#, C++, and Python.

Code Optimization: Knowledge of techniques to optimize code performance, memory usage, and execution time in C#, C++, and Python.

Debugging and Testing: Proficiency in using debugging tools and conducting thorough testing to ensure code quality and functionality.

Version Control: Familiarity with version control systems like Git, enabling collaboration and tracking changes in code repositories.

Collaboration and Communication: Ability to work effectively in teams, collaborate with colleagues, and communicate technical concepts clearly.

Continuous Learning: Dedication to staying updated with new features, libraries, and best practices related to C#, C++, and Python.

Game Development with Unity3D: Proficiency in developing games using Unity3D, including scripting with C#, Asset integration, UI/UX development, bug fixing and testing.
Experience ————
Freelance software developer and tester Vincell Studios - Edmonton, AB 10/2022 - 04/2023.
 Developed game levels and Puzzles using programming languages such as C#, along with Unity. Responsible for implementing game mechanics, user interfaces, AI systems, and other game features.
 Tested games to identify and report bugs, glitches, and other issues. Responsible for ensuring that the games meet quality standards and are free of technical and gameplay-related errors.
Intern Software Developer Vincell Studios - Edmonton, AB 05/2022 - 08/2022
 Assisted in the development of mobile hidden escape games, working closely with senior developers and designers.
 Implemented game mechanics and interactive features, such as puzzle-solving, item collection, and character interactions, using game development frameworks like Unity with Fungus. Conducted bug testing and troubleshooting to ensure a smooth gameplay experience. Optimized game performance and user experience by implementing efficient coding techniques.
 Participated in regular code reviews to maintain code quality, identify potential bugs, and improve coding practices. Contributed to the creation and maintenance of technical documentation and code repositories.
Team Member Tim Hortons - Medicine Hat, AB 10/2021 - 04/2022
 Improved knowledge and productivity through continuous education and learning from senior team leaders. Developed positive customer relationships through friendly greetings and excellent service.
Education and Training ——————————————————————————————————
Medicine Hat College Medicine Hat, AB, Canada in 04/2023 IT Diploma: Software and Internet Development
Carmel Garden Matriculation Higher Secondary School Coimbatore, TN, India 03/2020 Higher Secondary (12th Grade)
Languages
 English – Fluent French – Beginner Tamil - Native
Reference —

• Reference Available upon request.