SUBRAMANIYAN R

CONTACT

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EDUCATION

B.Tech, 2021 - 2025
SRM Institute Of Science And Technology, Chennai.
CPGA: 9.14

Senior Secondary (XII), CBSE 2021
Notredame Of Holycross School, Salem
Percentage: 85.40%

Secondary (X), CBSE 2019
Glazebrooke Public School, Salem
Percentage: 78.40%

INTERNSHIP:

- **GAURAV GO TECHNOLOGIES:**
(DEC 2024 -JUNE 2025)
    An intern at **Gaurav Go** in the field of game development, where i acquired practical experience by applying theoretical knowledge to real projects. Contributed to ongoing projects while acquiring knowledge of **C++** and **Unreal Engine**.

SKILLS

- C++ (OOPS,DSA)
- MySQL
- Unreal Engine
- Blueprint Scripting Language
- Unity
- C-Sharp(C#)
- Blender 3D
- Adobe photoshop

Soft Skills:
    problem-solving, teamwork

PEN PICTURE

A passionate SRM University Ramapuram graduate, eager to tackle challenges, explore new technologies, and apply strong problem-solving skills to create impactful solutions in computer science.

PROJECTS

- **CHRONO RUSH 3D : PARKOUR PUZZLE TIME TRIAL** (July 2024 - Dec 2024)
Developed **Chrono Rush 3D: Parkour Puzzle Time Trial**, featuring immersive **parkour mechanics** and engaging puzzles. Implemented **player movement** and an **animation system** using **Blend Space** for smooth transitions. Designed levels with parkour challenges and **interactive puzzles**, integrated a **user-friendly UI for password inputs**, and utilized Blueprint communication to enhance gameplay dynamics.

- **WAVE-BASED ZOMBIE SURVIVAL GAME** (Jan 2025-Feb 2025)

    Developed a **wave-based zombie game** featuring a **dynamic spawn system** where different types of zombies, derived from a common base class, are introduced in each wave. Implemented a boss zombie that spawns at the end of the final wave. Integrated **health pickups** to assist players during gameplay, along with poison zombies that have unique **projectile mechanics**, enhancing gameplay variety and challenge.

- **PREDICTIVE ANALYTICS FOR CUSTOMER VALUE ASSESSMENT AND SEGMENTATION** (JAN 2025 - MAY 2025)
    Developed a model combining entity embedding, **LightGBM** for feature selection, and **TabNet** for accurate **Customer Lifetime Value** (CLV) prediction and segmentation. This approach enhanced the interpretation of complex datasets and outperformed traditional RFM models.

CERTIFICATIONS

- Presented research paper on **"Chrono Rush 3D: Parkour Puzzle Time Trial"** at the National Conference on Computing (NCC 2024), SRM University. Received certificate of recognition for contribution to the conference.

- Completed the Udemy course **"Unreal Engine 5: All-in-One UE5 Master Blueprint"** to enhance expertise in game development and Blueprint scripting.

ADDITIONAL DETAILS

I have gained client handling experience through freelancing, effectively managing projects by understanding client needs and delivering quality work on time. This has enhanced my ability to build strong relationships and provide tailored solutions.