

Ayaan Deshmukh

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■ GitHub – AYAAN-DESHMUKH: <https://github.com/AYAAN-DESHMUKH>

Objective

Third-year Computer Engineering undergraduate and diploma graduate (Top 5 in College) seeking a Game Tester Internship. Combines strong programming skills in C++, Python, and web technologies with a lifelong passion for gaming (since age 8, starting with PS2) and hands-on experience building games and gaming platforms. Eager to contribute technical insight, bug detection skills, and player-centric feedback to improve game quality and user experience.

Education

Bachelor of Technology in Computer Engineering (3rd Year) – [University Name], [Location] | 2022 – Present

Relevant Coursework: Software Engineering, Data Structures, OOP, Web Development, AI Basics

Diploma in Computer Engineering – [Institute Name], [Location] | Graduated: [Year]

Academic Rank: Top 5 in College

Technical Skills

Programming: Python, C, C++, Java, C#, JavaScript, HTML

Web Development: Tailwind CSS, Flask, FastAPI, REST APIs, Responsive Design

Frameworks & Tools: Git, VS Code, Firebase, Postman

Game Development: HTML5 Canvas, JavaScript, Game Logic, PVP Mechanics

AI & ML: Predictive Modeling, NLP (Resume & Job Matching), Scikit-learn

Platforms: PC Gaming, PlayStation (PS2–PS5), Mobile Gaming

Testing Skills: Bug Reporting, Edge Case Detection, UI/UX Feedback, Cross-Platform Testing

Key Projects

1. Gamify – Gaming Discovery Platform

Tech: Python (Flask), HTML, Tailwind CSS, REST APIs

Features: Genre filtering, esports news integration, responsive UI

GitHub: [\[Link\]](#)

2. RigSmith – Budget-Based PC Builder

Tech: FastAPI, HTML, Tailwind CSS, Component Database

Features: Budget slider, compatibility engine, user-friendly interface

GitHub: [\[Link\]](#)

3. Virtual Real Estate Agent (AI)

Tech: Python, Pandas, Scikit-learn

4. Job Hunter (AI)

Tech: Python, NLP, Flask

5. AI Resume Screener

Tech: Python, NLP, FastAPI, Keyword Scoring

6. Mini Games (Diploma Projects)

Developed 4+ browser-based games: Fish Game, CCC, Wars of Distraction, Cursor vs Keyboard

Tech: HTML, JavaScript, Canvas API, DOM Manipulation

Achievements

- 2nd Place in a State-Level Hackathon
- Ranked Top 5 in College during Diploma
- Built 6+ full-stack, AI, and game development projects
- Self-taught in game logic and UI/UX through personal projects

Gaming Passion & Insight

- Gaming since age 8 (PS2 gift sparked lifelong passion)
- Experienced across genres: FPS, RPG, Battle Royale, Strategy, Indie, Mobile
- Platforms: PC, PlayStation, Mobile — understands cross-platform nuances
- Strong interest in game mechanics, balance, bugs, and player experience
- Active follower of esports and gaming news (featured on Gamify)

Additional

- Available for immediate internship
- Quick learner, detail-oriented, and team player
- Fluent in English, Hindi, [and any other language]