

B Siddarth Srivathsa

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Education

- **Bachelor of Engineering (BE)**, JSS Academy of Technical Education, Bengaluru *Present*
- **PUC**, MES PU College, Malleshwaram *Completed*
- **Schooling**, Presidency School, NLO *Completed*

Technical Skills

- **Languages**: Python, C, C#, Java
- **Web Technologies**: HTML, CSS, JavaScript (Basics)
- **Version Control**: Git, GitHub, Unity Version Control
- **Tools & Platforms**: Visual Studio, VS Code, IntelliJ IDEA, Unity
- **Data Visualization**: Power BI, Tableau

Experience

- **Unity Game Development**
 - Developed 2D and 3D games using Unity and C# scripting.
 - Designed enemy AI behaviors and interactive player mechanics.
 - Integrated animations, level systems, and optimized gameplay performance.
- **Cybersecurity Tool Development**
 - Building a real-time web vulnerability scanner to assist small businesses.
 - Focused on detecting common vulnerabilities and providing lightweight reports.
- **Corporate Relations Intern, HUBS (Startup)**
 - Managed communication with potential clients and partners.
 - Helped organize outreach programs and corporate engagement strategies.

Achievements

- First Place - Quiz Competition at JNC College (2022)
- Second Place - Debate Competition at JSS Academy (2023)
- Anchored multiple events and served as a core member of the Anchoring Team.

Projects

- **Automated Vulnerability Scanner**
 - Building a lightweight scanner for detecting common web security issues.
 - Designed for small businesses to identify and mitigate risks affordably.
- **JSS Hero Quest - 2D RPG Game**
 - Developed a 2D RPG with customized AI boss behavior and enemy navigation.
 - Implemented quest systems, level progression, and player-driven narratives.