

R. SANJAY KRISHNAA

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SUMMARY:

I am a passionate Computer Science undergraduate with expertise in Java, GDScript, Python and basic knowledge of C. I have a strong foundation in programming, problem-solving, and software development. I'm looking forward to apply my knowledge to practical challenges and helping build impactful solutions.

EDUCATION:

Bachelor of Engineering (BE),
Computer Science and Engineering
JSS Academy of Technical Education Bangalore (2022-2026)

SKILLS:

- Programming Languages: Java, GDScript, Python, basic C
- Applications: Visual Studio Code, GODOT Engine
- Soft Skills: Problem Solving, Proficient Speaker, Good Reader.
- Language: Tamil (Native), Kannada, English, Hindi

Projects:

-Library Management System (Sept 2024-Dec 2024)

Developed a Library Management System using Python & MySQL for efficient book transactions. Improved tracking efficiency and reduced manual errors.

-Platformer Game

Designed and developed a 2D Platformer using GDScript featuring custom physics, level designs via Tile Maps and basic enemy AI. Demonstrated proficiency in game logic, debugging and game asset integration.

Experience

As a fresher, this is my first internship experience. However, I have built a solid foundation through my involvement as core member in our College's Hostel Technical Support Team through which I gained hands-on experience.

Certifications

Data Structures and Algorithms in Java (Udemy)
2D Game Development in Godot (Udemy)