

TALARI SRINIVAS

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OBJECTIVE

Software Engineer with problem-solving skills, and Fullstack webdev proficiency. Experienced in JS, C, c++,Java and **MERN** stack in web development. Eager to contribute, learn, and grow as a developer through an internship.

EDUCATION

RAJIV GANDHI UNIVERSITY OF KNOWLEDGE TECHNOLOGIES

2022 - present

Bachelor of Technology in Computer Science Engineering

CGPA: 8.4

PROJECTS

Rgukt University Virtual Game

Designed and developed a 3D game using Unity with C# for scripting and logic implementation.

Created interactive gameplay mechanics including quest tracking, UI elements, and object interactions. Utilized real-world map references to build an accurate virtual environment of a university campus.

Download : <https://rgukt-game.netlify.app/>

Farmer-Retailer Interaction Platform

Created a dynamic platform enabling direct farmer-retailer connections with location-based farmer suggestions using React, MongoDB, and Node.js Delivered a user-centric, scalable solution while enhancing backend development skills.

Code Master

Developed a full-stack competitive programming platform inspired by HackerRank, enabling users to solve coding problems, participate in contests, and read tutorials. Integrated a real-time code editor, problem submission system, and performance tracking. Designed a modern, responsive UI using React and TailwindCSS with support for both light and dark themes, ensuring an intuitive and accessible experience across devices.

TECHNICAL STRENGTHS

Languages: JavaScript, Python, C, c++, Java, PHP

Database: MySQL, MongoDB, PostgreSQL

Tools: Git, GitHub, Unity Game Engine, Blender, VS Code, Docker

Libraries/Frameworks: React.js, Express.js, Nodejs, TailwindCSS, pandas, NumPy, Matplotlib

Soft Skills: Communication, Problem Solving, Leadership, Time Management, Adaptability

EXPERIENCE

Game Developer - 3D Virtual Unity Game |TechFest Antahpragnga-2025

- Designed and developed a quest-based 3D Unity game for our university TechFest Antahpragnya.
- Featuring interactive missions, puzzles, and an engaging storyline set in a virtual version of my University.
- Won 1st Prize from the CSE branch for creativity, technical execution, and overall user experience.

ACCOMPLISHMENTS

Proficient in solving coding challenges on platforms like GeeksforGeeks and LeetCode, with a focus on algorithms, data structures, Game Development with Unity Game Engine and Models Designing in blender