Tejas R

B.E. in Mechanical Engineering | *Bengaluru,India-560041* | *+91 8892290214* | *tejastr888@gmail.com* | *LinkedIn* | *Github* | *Portfolio*

PROFESSIONAL SUMMARY

Multidisciplinary engineer with a B.E. in Mechanical Engineering and a strong foundation in software development, application support, and game development. Skilled in Java, Python, SQL, and React, with experience solving complex problems across both mechanical and tech domains. Adaptable and eager to leverage cross-functional expertise in a dynamic tech role.

TECHNICAL SKILLS

Languages : Java, Python, SQL , JavaScript, HTML, XML, JSON, C ,C++,C#,CSS,J2EE,Data Structures and Algorithms-DSA

Frameworks : Spring Framework, Microservices and REST APIs

Game Development : BrightScript for Roku platforms, (Unity),(Unreal Engine), Java LibGDX library

DevOps and API Tools : IIS, Git, Docker, OpenShift, Kubernetes, Azure DevOps, TFS, Octopus Deploy, Swagger, Postman

Cloud and Security Tools : AWS, SQL Server, SSIS, SSRS, Linux (Configuring and Managing),stored procedures, triggers and views

AWARDS AND CERTIFICATIONS

Python Essential Training	*LinkedIn*	*February 2024*
React.js Essential Training	*LinkedIn*	*March 2024*
AWS re/Start Graduate	*Amazon Web Services Training and Certification*	*August 2024*

EXPERIENCE

Trainee Game Developer | *Rendered ideas*   *September 2023 - January 2024*
- Worked on 2D games like Jungle Adventure, Paddle and Ball.
- Debugged resolved issues in high volume codebases.
- Implementation of updates, game mechanics, bug fixes and optimization of code to improve the games.
- Refactored code to improve performance.
- Worked with game designers and Artists to create quality deliverables with stringent deadlines.

EDUCATION DETAILS

Global Academy of Technology	**B.E. Mechanical Engg.**	7.82	*2018 – 2021*
Acharya Patashala Polytechnic	**Diploma in Mechanical Engg.**	72.8	*2015 – 2018*
Shri NKS Eng. High School	**Schooling**	74.24	*2014 – 2015*

PROJECTS

Chat App | *Node.js,React,MongoDB,JavaScript,Socket.io*   *Jan 2024*
- Built a real-time chat application with features like user authentication, real-time messaging, and notifications.
- Proficient in front-end development with React, including hooks, components, and props.
- Developed a real-time chat application with functionalities like user authentication, authorization, real-time messaging, displaying online user status, and sending notifications.

BookStore | *Java,Servlet,Hibernate,SQL and Angular,Maven,Apache Tomcat*   *August 2023*
- Developed a full-stack web application for a bookstore.
- Built a user-friendly interface for browsing books, searching by title, author, and genre.
- Implemented functionalities like adding books to cart, viewing cart items, and managing user accounts.
- Utilized Hibernate for data persistence and interaction with a relational database (SQL).
- Configured and deployed the application on Apache Tomcat server.
- Proficient in building web applications with user-friendly interfaces and backend logic.

Flappy Bird (Unity) |Unity, C#, 2D Physics, Game Design   *May 2024*
- Developed a clone of the popular Flappy Bird game using Unity, focusing on game mechanics, physics, and user interaction.

SYNTHESIS AND CHARACTERIZATION OF NANOPOLYMERS FOR STRAIN SENSOR APPLICATION | *Cooper nano particles Spring 2021*
- - Applied mechanical engineering problem-solving techniques for sensor applications.

EXTRACURRICULAR

Eager to learn new things I research and read Technical updates & blogs

I love understanding the inner workings of devices, particularly the math and physics behind them.

Have solved over 150 questions in LeetCode

Overhauling Engines

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