

T.S Tharrun

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Professional Summary

Aspiring Full Stack Developer with practical experience in machine learning, UI/UX design, and game development. Skilled in Python, Firebase, and Unreal Engine. Adept at building scalable web apps, training ML models, and creating interactive interfaces using modern tools.

Technical Skills

Languages: Python, JavaScript, C

Tools: Firebase, Figma, Unreal Engine, Blender, Git, Flutter

Core: Machine Learning, Front-End Dev, Game Design, 3D Modeling

Experience

Data Science Intern - Cody Grow Startup (Remote)

June 2025 - Present

- Trained ML models for classification and prediction (scikit-learn, TensorFlow)
- Handled data preprocessing, visualization, and deployment to APIs

UI/UX Intern - Cognifyz Technologies (Remote)

June 2025 - Present

- Designed responsive UI for web/mobile using Figma
- Delivered wireframes and high-fidelity prototypes for SaaS products

Projects

Portfolio Website

- Built and deployed a responsive developer portfolio using HTML, CSS, JS, and Firebase

Physics-Based Game (Unreal Engine)

- Developed a 3D puzzle prototype with interactive game logic

3D Character Models (Blender)

- Created and animated original characters for indie game concepts

Education

B.E. CSE (Blockchain Specialization) - Sathyabama University

Expected Graduation: 2027 | CGPA: 7.8 / 10

Certifications

- Python Programming - Udemy
- Blender for 3D - YouTube
- Game Development - Unreal Engine