

Tharrun T.S

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SUMMARY

Motivated and aspiring software engineer with hands-on experience in Python, game development, and UI/UX design. Proficient in building scalable prototypes, training ML models, and designing interactive interfaces. Adept at using tools like Unreal Engine, Flutter, and Blender. Passionate about merging creativity with technical skills to solve real-world challenges.

EDUCATION

Sathyabama Institute of Science and Technology
B.E. in Computer Science Engineering – Blockchain Specialization

Chennai, India
Aug 2023 – Expected 2027

TECHNICAL SKILLS

Languages: Python (Intermediate), JavaScript (Beginner), C (Beginner)

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

Core Concepts: Game Mechanics, Machine Learning, 3D Modeling, Front-End Development

Soft Skills: Problem-Solving, Creativity, Teamwork, Communication, Adaptability

EXPERIENCE

Cody Grow Startup (Remote)

June 2025 – Present

Data Science Intern

Trained ML models for classification and prediction using scikit-learn and TensorFlow

Performed data preprocessing, visualization, and model evaluation

Supported backend API integration and deployed models to real-time systems

Cognifyz Technologies (Remote)

March 2025 – April 2025

UI/UX Design Intern

Created interactive wireframes, user flows, and high-fidelity prototypes using Figma

Collaborated with developers to design responsive UI for web and mobile apps

Conducted usability testing and implemented feedback into designs

Future Interns (Remote)

May 2025 – June 2025

Blockchain and Crypto Intern – Fellowship Program

Engaged in practical projects focused on blockchain technology and cryptocurrency ecosystems

PROJECTS

Portfolio Website

Ongoing

Responsive Personal Website

HTML, CSS, JS, Firebase

Developed and deployed a responsive personal website with contact form integration

3D Character Models

Ongoing

Indie Game Assets

Blender

Designed and animated custom 3D characters for conceptual indie game projects

CERTIFICATIONS

Python Programming

Blender for 3D Modeling

Unreal Engine Game Development