

CHAKRALA KARTIKEYA VIGNESH

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OBJECTIVE Master of Computer Application (MCA) student with a decent grasp of programming basics and a strong willingness to learn and improve. I'm organized, hardworking, and focused on getting better with every project. I communicate well, work smoothly with others, and enjoy taking on new challenges to grow professionally.

EDUCATION	SASTRA University	2024-2026
	Master of Computer Applications <ul style="list-style-type: none">CGPA: 6.7	
	Prabhas Degree College (UG)	2021-2023
	Bachelor's Degree, Mathematics, Electronics, Computer Science <ul style="list-style-type: none">CGPA: 6.3	
	Sri Viswasanthi Educational Institutions (12th)	2018-2020
PROJECTS	<ul style="list-style-type: none">Percentage: 90.6	

Light Rays: Reflection and Refraction Simulation using VR

Technologies used: C#, Unity Engine

Developed an interactive 3D Unity XR simulation to visualize image formation in mirrors and lenses using real-time ray rendering. Enabled object manipulation with XR Grab Interactables and dynamic image positioning. Designed an educational tool to simplify understanding of ray behaviour without complex optical rendering.

Operation CrossFire

Technologies used: C#, Unity Engine

Developed a modular first-person shooter system featuring weapon pickup, weapon switching, shooting modes (Single/Burst/Auto), recoil, reloading, and ammo management. Implemented optimized weapon state handling, smooth animations, and sound integration using enums and structured manager classes.

Built a dynamic HUD system to update weapon icons, ammo counts, and UI elements in real time.

Flap with Caution

Technologies used: C#, Unity Engine

Designed and developed a light-hearted tap-to-fly game, Flap With Caution, where a clueless bird tries to dodge moving obstacles and stay airborne. Built smooth physics-based controls, collision handling, scoring, and overall game flow in Unity. Focused on creating a polished, fun, and easy-to-pick-up gameplay experience.

Institution Management System

Technologies used: Python, Django, HTML, CSS, JS

Developed a full-stack web application using Python and Django to manage student records with complete CRUD functionality. Implemented backend logic and database integration with Django, and built a responsive UI using HTML, CSS, Bootstrap, and JavaScript.

- CERTIFICATIONS**
- Computer Graphics using OpenGL from Udemy
 - Artificial Intelligence and Machine learning, Data Science Bootcamp from Udemy
 - Mendix: Low-code Application Development(Basics) from Udemy

- SKILLS**
- **Programming Languages:** Python, C++, C#
 - **Web Technologies:** HTML, CSS, Bootstrap, Javascript, JQuery
 - **Backend Technologies:** SQL