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
- CGPA: 6.2

Prabhas Degree College (UG)   **2021 –2023**
Bachelor's Degree, Mathematics, Electronics, Computer Science
- CGPA: 6.3   -

Sri Viswasanthi Educational Institutions (12th)   **2018–2020**
- Percentage: 90.6

PROJECTS

Institution Management System
Technologies used: Python, Django, HTML, CSS, JS

A full-stack web application built using Python, Django, and web technologies. The system allows adding, updating, and deleting student records with details like name, registration number, course, fees, and contact information. Django was used for backend logic and database handling, while HTML, CSS, Bootstrap, and JavaScript were used for the user interface. This project helped in understanding CRUD operations, database integration, and web application development.

Light Rays: Reflection and Refraction Simulation using VR
Technologies used: C#, Unity Engine

Developed an interactive 3D simulation in Unity XR to visualize image formation in mirrors and lenses using line rendering. Enabled users to move objects and optical elements with XR Grab Interactables and observe real-time changes in image position based on the lens/mirror formula ($1/f = 1/v \pm 1/u$). Implemented a "Generate Rays" system that draws light paths and highlights the image point for conceptual clarity. Designed the tool to simplify understanding of ray behaviour without complex optical rendering, making it ideal for educational use.

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.

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
- **Interpersonal Skills:** Good Communication Skills, Leadership , Time Management
- **Low-code:** Mendix