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Carrer Summary:

Motivated and detail-oriented developer with a solid background in java programming and a passion for building scalable applications. Seeking a Java developer position to leverage my technical skills and contribute to innovative plans, while continuously enhancing my knowledge in software development.

Work Experience:

Project Name : Echoes of Destiny(Grim of Legacy)
Role : Backend Development
Organization : HFG Entertainment Private Limited
Since : Feb 2023 – Sep -2024
Platform : Android
Tools used : Adobe flash
Programming Languages : ActionScript 2.0 adobe animate

Project Overview:

- Echoes of destiny is a thrilling , immersive escape room puzzle game.
- The game challenges players through 50 unique and progressively difficult levels, each offering a blend of supernatural lore, intricate puzzles, and hidden objects.
- Players must solve puzzles, unravel cryptic codes, and escape locked room before time runs out, all while delving deeper into an epic story involving angels, demons, and a powerful pendant.

Key Responsibilities:

Game design & puzzle development:

Contributes to the design of challenging puzzles and game mechanics that incorporated supernatural themes and intricate locks.

Storyline development:

Worked closely with the narrative team to develop a compelling backstory involving a couple's anniversary gift, a mystical pendant, and a battle against dark forces.

Player Engagement Features:

Implemented features such as daily rewards, walkthrough videos, and step-by-step hints to enhance player experience and engagement.

Multilingual support:

Ensured the game was accessible to a global audience by coordinating localization efforts in 2 languages, including English, Arabic, Chinese and more.

Mode Selection & Customization:

Integrated different difficulty modes (Easy to Hard) to cater to players of all skill levels, along with puzzle rewards and bonus systems.

Cross-device Synchronization:

Enabled seamless progress syncing across multiple devices for a smooth player experience.

Sound and Audio Design:

Collaborated on the atmospheric sound effects and immersive narration, heightening the player's emotional connection to the game.

Key Achievements:

- Successfully launched a game with over 50 levels, attracting the 50,000 number of downloads/players.
- Increased user engagement through daily rewards, leading to 80% growth in active players.
- Received positive reviews for the immersive storyline and challenging puzzles.
- Crossed Thousand global downloads within the first months.
- The result of our team's excellent on-time project delivery, we got prizes and appreciation, which highlighted our dedication and Collaborative efforts.

Apprenticeship:

Hike on Technology Private Limited:

Mar-22 – Aug-22

- Manual testing executed test cases for functional/non-functional requirements, achieving 95% test coverage.
- Defect Management, reported and tracked bugs, resolving 80% of critical defects before release. A Test automation automated 60% of the regression suite with selenium and Java, boosting efficiency by 40%.
- Regression testing conducted regression tests, reducing post-release issues by 30%. Collaborated with development teams to validate requirements, reducing miscommunication by 20%.

Technical Skills:

- Implement Instrument : Eclipse, Visual Studio, Adobe animate.
- Languages : Core Java, My SQL , Asp3, C, Html, CSS, Springboot
- Operating system : Windows 10 & 11.

Education Details:

Bachelor of Computer Science Engineering

Excel Engineering College

Graduated:2022

Languages:

- Tamil
- English
- Kannada