

Barathan K

Contact

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Education

B.E Computer Science Engineering

Panimalar Engineering College
CGPA : 9.3 2020 - 2024

HSC Second Year

Sethu Bhaskara Matric Hr Sec School
Percentage : 90.8% 2019 - 2020

SSLC

Sethu Bhaskara Matric Hr Sec School
Percentage : 96.8% 2017 - 2018

Skills

- Programming Languages: Java, Dart, C basics
- Frameworks: Flutter
- Web Technologies: HTML & CSS basics
- Database: SQL
- Version Control: Git basics, Github
- Tools : Unreal Engine, Firebase
- Cloud : Azure basics

Achievements

Best Paper Award in 7th
International Conference on
Intelligent Computing

Language

- English
- Tamil

Interests

- Machine learning
- AI Applications
- Industry Trends
- Cricket and Football
- Blockchain
- Video Games

About

An enthusiastic individual with a good foundation in data structures, algorithms, and problem-solving, I am eager to apply my technical skills to real-world projects while continuously learning and growing as an engineer. I excel at quickly learning new things and am always ready to stay updated on the latest industry trends.

Work Experience

Software developer Intern

Aug 2022 - April 2023

A Plus Associates I Tiruvannamalai

Worked on the comprehensive development of game mechanics, class specification, intricate level transition design and state management. Additionally, contributed significantly to the UI/UX design of the mobile game. Improved my knowledge and experience in modular design and development.

Courses & Certifications

- The Complete 2021 Flutter Development Bootcamp with Dart - Udemy
- Learn Data Analytics using SQL and Python - CodeChef
- Recursion BackTracking and Dynamic Programming in Java - Udemy
- Responsive Web Design - FreeCodeCamp
- Javascript Algorithms and Data Structures - FreeCodeCamp
- IBM Artificial Intelligence Fundamentals - IBM SkillsBuild
- Azure Fundamentals - Microsoft

Projects

Transformative Tour Planning with Dynamic Route Optimization

- Developed a mobile app to automate tour planning process.
- Collaborated on refining route optimization and multi-point route mapping functionalities.
- Improved the application's state management and network connectivity features.
- Technology Stack** : Flutter, Dart, Firebase, Gmaps API, Python

Bench - A Gamification House

- Created an engaging and immersive gameplay experience.
- Implemented character controls, resource management, and lightning entirely through blueprints.
- Designed game launcher with godot engine.
- Showcased the game at a local gaming event, attracting attention for its unique gameplay and solo development effort.
- Technology Stack**: Unreal Engine, C++.