Barathan K

Contact

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Education

B.E Computer Science Engineering
Panimalar Engineering College
CGPA : 9.28   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

Language

- English
- Tamil

Achievements

- **Best Paper Award in 7th International Conference on Intelligent Computing**
- **First Prize in InterCollege Game Dev Hackathon**
- **Finalist in Pli Blockathon 2022**

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

Unreal Intern   Aug 2022 - April 2023

A Plus Associates | 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 & WorkShops

- Flutter Development Bootcamp with Dart - Udemy
- Data Analytics using SQL and Python - CodeChef
- Recursion BackTracking and Dynamic Programming in Java - Udemy
- Responsive Web Design - FreeCodeCamp
- Algorithms and Data Structures -FreeCodeCamp
- Note Taking App Bootcamp - DevTown
- AWS Academy cloud semester 1 - AWS

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++.