

 chandrukumar656@gmail.com  
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 Sholinganallur, Chennai. TamilNadu

## EDUCATION

**Bachelor of Technology - Information Technology**  
**Sathyabama Institute of Science And Technology**  
2021-2025

- CGPA: 7.03

**12TH STD**  
**Krishnasamy Memorial Matriculation**  
**Higher Secondary School (2020-2021)**

- Percentage - 74.98

**10TH STD**  
**Krishnasamy Memorial Matriculation**  
**Higher Secondary School (2018 - 2019)**

- Percentage - 67.4

## SKILLS

3 D Modelling using blender

C Programming

Flutter app Development

Project Management

Collaboration and Teamwork

## PROJECT

- Pet Shop Webpage Development
- Space Bowling VR: Immersive Virtual Reality Bowling Experience
- Walk Sphere Shopping Application Development Using Flutter

## LANGUAGE

English

Tamil

# CHANDRU K

## B.TECH IT

## PROFILE

I am a passionate and results-driven technology professional with expertise in C and C#, specializing in Unreal Engine and VR development. My experience includes creating immersive VR games and developing seamless cross-platform mobile applications. I am focused on advancing my career in Machine Learning and Gaming Engine technologies, driven by a commitment to continuous learning and innovation. Known for my problem-solving abilities, effective communication, and collaborative spirit, I excel in delivering user-centric solutions and optimizing performance. I thrive in dynamic environments, always aiming to enhance user experiences and exceed project expectations.

## EXPERIENCE

**Hackwit Technologies Pvt Ltd,** **2024**  
**Chennai, India**

### Flutter Application Developer Intern

- Completed a Flutter Application Developer Internship.
- Learned how to create cross-platform mobile applications using Flutter and Dart.
- Developed a mobile app for selling shoes, implementing user-friendly interfaces.
- Integrated backend services for product listings and transactions.
- Utilized Firebase for authentication and real-time database.

**Hackwit Technologies Pvt Ltd,** **2023**  
**Chennai, India**

### Augmented and Virtual Reality Engineering Intern

- Completed an Augmented and Virtual Reality Engineering Internship.
- Learned about application development and the creation of VR experiences.
- Developed a VR game from concept to implementation using Unity and C#.
- Gained proficiency in 3D modeling with Blender and hands-on experience with Oculus Rift and HTC Vive.
- Collaborated with a team to design immersive environments, conducted user testing, and optimized performance for a seamless VR experience.

## CERTIFICATION

- MATLAB Certification
- Bridge Course Training on Cloud Computing Technology
- Web App Development and Security
- Nasscom - Digital 101