ADITHYA KANNAN

New Delhi, DEL| P: +91 8920390071 |adithya.kannan55@gmail.com| [LinkedIn](#) | [GitHub](#)

EDUCATION

VIT Bhopal University   *Bhopal, MP*
Bachelor of Technology
Major in Computer Science and Engineering
Specialization in gaming technology
Cumulative GPA: **7.67**

12th Standard
Ramjas International   *New Delhi, DEL*
Cumulative Percentage: **70%**   *June 2022*

10th Standard
Ramjas International   *New Delhi, DEL*
Cumulative Percentage: **83%**   *May 2020*

WORK EXPERIENCE

HORIZONX PLAYR PRIVATE LTD. *(July 2025 - Present)*   *Gwalior, MP*
Intern - Quality Assurance Game Testing (Remote)

PROJECTS

- **Law Land: Platform for Child Rights Literacy Awareness** *(October 2023 – December 2023)*
  - The goal of Law Land, a gamified strategy to equip kids with knowledge of their legal rights, educate them of their rights.
  - Employed Unity, C# and algorithms as recursive algorithm for finding all the possible solutions, search algorithm for finding the shortest path to the game objective and monte Carlo tree search algorithm for finding the optimal move for each turn of the game.
  - Law Land has proven to be an exciting and educational game that challenges players' problem-solving skills and creativity through a exciting story while teaching them their rights.
- **EduNova: Gamified Learning Platform** *(May 2024 – August 2024)*
  - This work uses a child's innate love of games to bridge the gap between teaching and fun, with an initial focus on mastering the Soroban Abacus to eliminate the fear of the subject Mathematics within children in a fun way
  - Implemented user-friendly interfaces and interacting game play.
  - Utilised HTML, CSS, JavaScript, ellipse detection model, Gaussian model, and random number generation
- **Machine Learning**: **Stock Prediction Model** *(February 2022 - April 2022)*
  - Developed a Stock Prediction Model through Node.js
  - Model trains and evaluates the possible predictions through certain time periods according to past developments the stock
- **Machine Learning**: **Fake News Prediction** *(September 2024 - November 2024)*
  - Aimed to develop a machine learning model capable of identifying and classifying any news article as fake or not; Developed using TensorFlow
  - Targets speech elements such as negative, hate speech and uses fact check from various trusted sources in the Internet to confirm whether the news is true or false or just an attempt on hate speech on a personality
- **Machine Learning**: **Skin Cancer Prediction Model** *(September 2024 - November 2024)*
  - Currently training a model with images of Skin Cancer (its early stages) to detect Cancer.
  - Aims to detect Skin Cancer at early stages so it could be diagnosed and cured.

ACTIVITIES

- **GeeksforGeeks Student Chapter, VIT Bhopal**   *Bhopal, MP*
  Design Team Member   *Aug 2023 – Aug 2024*
  Design Team - Lead   *Sept 2024 — Present*

- **iOS Club, VIT Bhopal**   *Bhopal, MP*
  Design Team Member   *Jan 2023 – Present*

SKILLS

Technical: Python| C++ | Java | C# | SQL | HTML/CSS/JavaScript |
DevOps: Git | AWS |

ADDITIONAL

- **Languages:** English, Hindi, Tamil, Japanese

- **Certifications:**
  - Making your first Virtual Reality Game (Coursera)
  - The Fundamentals of AI and ML (Vityarti)
  - Python essentials (Vityarti)
  - Foundation of Cyber Physical System NPTL (received Elite badge)