Jerin Vincent

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Objective

Enthusiastic and dedicated Computer Science student with a strong interest in game development. Aspiring to start my own game development company in the future.

Education

- **Sahrdaya College of Engineering & Technology** — 2021 – 2025
  B.Tech in Computer Science & Engineering — *CGPA: 5.55*

- **St. Joseph Higher Secondary School** — 2020
  Senior Secondary (XII, Computer Science, Kerala State Syllabus) — *Result: 82%*

Work Experience

- **PACELABS** — May 2023
  Cyber Security Intern — *Ernakulam, India*

  - Gained experience in cybersecurity, focusing on network security protocols, encryption, and industry best practices.
  - Worked on securing game servers and ensuring compliance with security standards during multiplayer game development.

Projects

- **AR Shooter Game** — Feb 2024 – Apr 2024
  Unity, C#, Android Development

  - Developed an AR shooter game using Unity with horizontal plane detection and animated 3D assets.
  - Implemented a dynamic scoreboard and leaderboard system for competitive gameplay.
  - Optimized the game for mobile devices, achieving over 100+ downloads on Google Play.

Training

- **Unity AR Workshop** — 2023
  Conducted by TiltEdu

  - Studied the basics of game development using Unity, with a focus on AR development.

Skills

- **Programming Languages**: C++ (Intermediate), C (Intermediate), C# (Beginner), Python (Intermediate)

- **Game Engines**: Unity (Intermediate), Unreal Engine (Beginner)

- **Tools & Technologies**: Git, Figma, Blender, Dialogflow, HTML/CSS

- **Development Areas**: AR/VR development, Game mechanics, Animation systems, Mobile game optimization

Achievements & Contributions

- Served as a leader for 100 cadets in the National Cadet Corps (NCC), where I coordinated training sessions, managed cadet activities, and participated in multiple camps. Developed strong discipline, leadership, and team management skills through hands-on experience.

- Designed and led a highly intuitive campus-wide treasure hunt game with a unique fire and Greek mythology theme. The game included coding challenges and interactive elements, providing juniors with an engaging way to learn the basics of competitive coding.

- Created an immersive retro game arcade experience for a college tech-fest, fueled by my passion for the early arcade days, a pinnacle of the gaming industry's development. Developed retro-style games to capture the nostalgia and excitement of the classic arcade era.

- Amateur footballer and athlete with strong teamwork and leadership skills.