Jyothir Krishnan

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🌐 jyothir21.github.io/Personal-Portfolio

TECHNICAL SKILLS

Languages: C/C++, Python, Java, Linux/Unix, SQL, JavaScript, HTML/CSS, R, ActionScript
Frameworks: JUnit, JSFL, React, Node.js
Developer Tools: Git, Perforce, Docker, VS/VS Code, IntelliJ
Currently Learning: jQuery, PHP, Maria DB, Linter

EDUCATION

University of Guelph   Guelph, ON
Bachelor of Computing Honours, Minor in Applied Geomatics | GPA: 89%   *Sep. 2021 – May 2026*

    Achievements: College of Engineering & Physical Sciences Dean's Honours List (Fall 2021- Present)
    Relevant Courses: C Programming ● OOP Java ● Data Structures ● Statistics ● Operating Systems ● Computer Algorithms

EXPERIENCE

Teaching Assistant (Introduction to Programming)   Sept 2024 – Present
University of Guelph   *Guelph, ON*

- Helping teach basic concepts in **C** programming language
- Conducted office hours and taught labs to aid students in the learning process of the C programming language.
- Graded assignments/quizzes alongside the professor.

UI Engine Engineer   May 2024 – Aug 2024
Respawn Entertainment   *Vancouver, BC*

- Reworked error-handling components for the **RTK system**, enhancing stability and reliability using **C++** through the implementation of asserts and defensive fixes.
- Initiated and led discussions on establishing **new error-handling standards**, encouraging the team to adopt best practices and make more informed decisions on various error-handling approaches.
- Addressed and resolved standard **game bugs**, contributing to overall game performance and user experience.

Teaching Assistant (Intermediate Programming)   Jan 2024 – May 2024
University of Guelph   *Guelph, ON*

- Helping teach advanced concepts in **C** programming language including **dynamic memory management**, **linked lists** and **trees**.
- Conducted lab sessions to teach about **Agile** and **Waterfall methodologies**, programming in Python, and using Git
- Conducted office hours to aid students in the learning process of the C programming language.
- Conducted extra office hours to clarify student questions and assist them in learning.
- Graded assignments/quizzes and helped teach lectures alongside the professor.

C++ Software Engineer   May 2023 – Dec 2023
Electronic Arts (EA)   *Vancouver, BC*

- Diagnosed and addressed **back-end bugs** and game crashes in FC24 through the application of advanced **C++** and **Object-Oriented Programming techniques**.
- Enhanced game functionality by introducing new screen features and optimizing design elements using **ActionScript**, **Adobe Flash**, and the Frostbite Drone Engine.
- Created **Python scripts** to streamline the efficiency of Software Engineers in locating and managing screen code.
- Contributed to sprint planning tasks within an **Agile** Scrum framework, leveraging Perforce for version control.

PROJECTS

Game Suite Application | *Java, jUnit, Docker*   Nov 2020 – Dec 2020

- Developed a **GUI** game hub (compatible with CMD interface) which enabled users to play TicTacToe and Number Scrabble game using Java
- Incorporated use of core **Object-Oriented principles** including encapsulation, inheritance, and polymorphism
- Used a **Docker** image as the development environment which involved the use of **Gradle** and Git to control compilation and packaging tasks
- Use of the **JUnit** testing framework to follow a professional and industry standard programming environment

Ecommerce Shopping System | *C++, Unix, SQL*   May 2018 – May 2020

- Developed an Ecommerce shopping system that can be implemented in the real-world using **C++**
- Built a GUI shopping interface to enhance users experience with the software
- Improved flexibility for employees by involving back-end statistics and stock supply management for convenience
- Currently working on incorporating **SQL** database to keep track of sales records in replacement of file systems