

# Jyothir Krishnan

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🌐 [jyothir21.github.io/Portfolio](https://jyothir21.github.io/Portfolio)

## TECHNICAL SKILLS

**Languages:** C/C++, Python, Java, Linux/Unix, SQL, PowerShell JavaScript, HTML/CSS, R, ActionScript

**Frameworks:** Graph API, JUnit, JSFL, React, Node.js, PyGame

**Developer Tools:** Git, Perforce, Docker, VS/VS Code, IntelliJ, Maestro, ListServ, IronPort

**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

### UI Engine Engineer

May 2025 – Aug 2025

*Respawn Entertainment*

*Vancouver, BC*

- Returned to the same team in Respawn Entertainment as a Software Engineering Intern, contributing to sprint tasks and resolving critical **UI bugs** to support game stability and quality.
- Collaborated with senior SS and QV engineers to investigate and fix **UI Automation Soak Bugs**, enhancing test coverage and reliability through script and code-level solutions.
- Took initiative in driving improvements to generic **UI soak testing**, aligning with Respawn's core values of ownership, trust, and cross-functional collaboration.

### IT Systems Support Analyst

Jan 2025 – May 2025

*University of Guelph*

*Guelph, ON*

- Delivered technical support for **Office 365** and enterprise tools, resolving tickets for students, faculty, and staff.
- Automated internal workflows with **PowerShell**, boosting team efficiency and reducing manual errors.
- Supported hybrid events and meetings while testing new Microsoft features and updating user documentation.

### Teaching Assistant (Introduction to Programming)

Sept 2024 – Dec 2024

*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.

### 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 2022 – Dec 2022

- 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

Mar 2021 – Jun 2021

- 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