

KESHAV NATARAJAN

Creative Technologist

CONTACT

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[GitHub](#)

[Web Portfolio](#)

SUMMARY

As a Creative Technologist, I work within the intersection of art and technology. I have a passion for programming as it appeals to the logical side of my personality. At the same time, I place a high value on aesthetics and creativity in my work. I consider myself an organised and meticulous individual, capable of systemising and maximising efficiency in any project I take on. I am also a natural leader, honed by the many leadership roles I have undertaken in my education and military life. I am approachable and work well with people, as easily as I work with computers. I am a fast learner, keen to improve my skills and continue to learn new ones as I progress in my career.



SKILLS

JavaScript NextJS Figma Adobe Illustrator
HTML Solidity SparkAR Java C
C# Unity ThreeJS Python
TailwindCSS Neos VR

WORK EXPERIENCE

SERIAL CO_

CREATIVE TECHNOLOGIST (INTERNSHIP)
SEP - DEC 2022

- Assisted in the prototype design of decentralised app using Figma
- Created an augmented reality filter using SparkAR
- Created a localised copy of Stable Diffusion
- Assisted in the development of the company's website revamp including creating the information architecture, wireframes, and prototypes using Figma, NextJS and TailwindCSS

DENSO WAVE

FIRMWARE INTERN
AUG 2017 - FEB 2018

- Worked on a project testing microcontrollers, learning how to handle the hardware and firmware of the IC chips
- Assisted in the testing and debugging of firmware, occasionally testing and fixing the hardware as well
- Learnt and wrote code from scratch in assembly language, to automate excel processes to streamline productivity

PROJECTS All projects can be found on my [web portfolio](#)

PINKMAN'S PLAYGROUND

C#

Unity

- Built a game from scratch within 40 hours
- Built a 2D platform game with 2 levels, static and dynamic enemies, and collectibles
- Achieved full marks for the assessment

GREEN HOME GUIDE

Figma

- Built a working prototype app for users to track and reduce carbon footprint
- Developed the prototype from the content architecture to wireframes to prototype
- Built with dynamic components and responsive feedback

PURCHASE AGREEMENT SMART CONTRACT

Solidity

- Built a simple smart contract using Solidity on the Remix IDE to protect a buyer and seller on a second hand marketplace
- Was the basis of our decentralised second hand marketplace group project

DATA SCIENCE PROJECT @UTWENTE

Python

- To predict the mortality rate of COVID-19 patients with the use of specific biomarkers
- Utilised libraries such as pandas and sklearn to train and test the data

EDUCATION

SINGAPORE UNIVERSITY OF TECHNOLOGY AND DESIGN (SUTD)

- Bachelor of Engineering (Computer Science and Design)
- Expected graduation in 2024
- Notable courses include: UIUX, Game Design, Machine Learning, and Algorithms

UNIVERSITY OF TWENTE

- As part of SUTD's Exchange Program
- Notable courses include: Blockchain, HCI, and Experience Design and Interaction

NGEE ANN POLYTECHNIC, DIPLOMA IN ELECTRONIC AND COMPUTER ENGINEERING (MINOR IN BUSINESS MANAGEMENT)

- Awarded Merit Award in 2016
- Dean's List from 2015 to 2017
- Liu Yin Soon Scholarship in 2017/18
- Elected as President of Futsal Club in 2017

CO-CURRICULAR ACTIVITIES

ROOT STUDENT GOVERNMENT (SUTD)

OCT 2020 - FEB 2022

- Organised physical Freshman Orientation for over 300 participants during the pandemic as the Welfare Director of a team of 8
- Led a team of 6 to organise an internal welcome event for over 40 new members of the student government
- Led a team of 4 to organise a student engagement event in order to gather feedback on the school

MEMBER OF NP ENGINEERING RANGERS

SEP 2016 - MAY 2018

- Organised various activities for the Engineering faculty in Ngee Ann Poly
- Emceed 2 NP Open Houses for the engineering faculty

PRESIDENT OF NP FUTSAL CLUB

SEP 2016 - MAY 2017

- Managed the training and attendance of the club
- Organised a tournament for the club with the committee