KRETHICK CHAKRAVARTHY

Software Developer

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INTRODUCTION

An Undergraduate Computer Science Student (3.43 CGPA) with competencies in game development. Aspiring to pursue a Master's Programme in Game Studies from Tampare University to expand my knowledge in Game Studies Methodology and Game Research.

KEY SKILLS/PROGRAMS

- C
- C#
- Unity
- JIRA
- Java
- .NET CORE
- Machine Learning
- Python
- Flask
- Git
- Git-Hub
- C++
- MYSQL
- Davinci Resolve

PROFESSIONAL EXPERIENCE

JUNIOR GAME DEVELOPER - FULL TIME   Feb '22 - Dec '22

Think & Learn Pvt Ltd (BYJU'S)   Bengaluru, Karnataka

An Indian Multinational Educational Tech Company worth USD 16.5 billion making it the world's valuable educational tech company

- Developed educational games for children from Pre-KG to Grade 3, fostering engagement and enhancing learning across multiple regions especially in India and the US. The games are successfully uploaded and featured in Disney Byj's Early Learn Product (DBEL) app, a popular learning platform.
- Implemented core gameplay mechanics in Unity using a visual scripting tool, ensuring smooth and intutive user interaction.
- Worked closely with pedagogy, art, and sound teams to transform educational concepts into engaging, interactive games, ensuring a seamless learning experience for young users.
- Successfully launched the LATAM product, making it accessible for children across Latin America by providing full language support.
- Adapted games to multiple languages using a localization package/software to translate quizzes and game content, ensuring cultural and linguistic relevance. This approach contributed to the successful release of localized versions for different regions.

INTERNSHIP AND PROJECT

Intern - Software Developer   Jan '23 - Aug '23

Adroitts   Reston, Virginia

Computer and Network Security

Full Stack Web Development

- Built a live web application using React, .NET Core and PostgresSQL that streamlined workflows and enhancing the userz experience for smoother operations.
- Used Git to keep projects on track, ensuring seamless collaboration and efficient task management.
- Contributed to the successful implementation of multiple modules on the project using Microsoft Azure Documentation.
- Took part in the development of key project modules using Microsoft Azure, improving cloud performance and enhancing data security.
- Explored Python and Flask to develop backend solutions for web projects, expanding my technical toolkit.

Intern - Game Developer   Dec '20 – Jun '21

Think & Learn Pvt Ltd (BYJU'S)   Bengaluru, Karnataka

Game Development

- Collaborated with a game developer to effectively learn and leverage various tools within the Visual Scripting (BOLT) framework for game development.
- Worked as a developer using Unity and C#, gaining experience in developing applications and games using these tools.
- Learned and applied the concept of Finite State Machines in the Osmo Worksheets Project, understanding their significance and practical implementation.

5TH SEMESTER GROUP PROJECT   Jul '20 – Oct '20

AI Based Maze Game -CHRIST (Deemed to be University)   Bengaluru, Karnataka

Maze Game

- Implemented Genetic Algorithm (Machine Learning) in the game by developing a custom algorithm that utilized genetic principles to optimize the behavior of characters.
- Included different AI movements for the enemy character by implementing various strategies and decision-making algorithms to enhance the challenge and realism of the gameplay.

EDUCATION

B.C.A (Bachelor of Computer Applications)   Jun '18 – Jun '21

Christ (Deemed to be University)   Bengaluru, Karnataka

A deemed to be university with two campuses in Bengaluru, one in Delhi and another in Pune with a base of 18k students

- Grade Point Average (GPA): **3.43 out of 4**

CERTIFICATIONS

- Obtained Unity Certified Associate Game Developer UI and 2D Games certification from Linkedin in October 2021
- Proficient in C# for Unity Game Development with experience in using it for Linkedin projects, acquired in October 2021
- Completed a Machine Learning course using Python from the University of Michigan on Coursera in September 2020
- Successfully completed an Introduction to Game Development course from Michigan State University on Coursera in June 2021
- Completed AWS Cloud foundations course in November 2020
- Completed a Python Classes and Inheritance course from the University of Michigan on Coursera in June 2020
- Completed C++ Fundamentals: Game Programming For Beginners from Unity in April 2024
- Completed basic training in DaVinci Resolve, a video editing tool, in November 2024. (Youtube - Free Code Camp: Gavin Lon)

WORKSHOPS AND SEMINAR

- Attended AWS (Amazon Web Services) Online summit in 2020
- Attended Special Symposium in Discrete Mathematics at Christ (Deemed to be University) in 2020
- Participated in AWS Awesome Day Online Conference in 2020

EXTRACURRICULAR ACTIVITIES

- Volunteered for National Science Fest (Deanery of Sciences 2018) at CHRIST (Deemed to be University)
- Volunteered for Interface (Department of Computer Science 2019) at CHRIST (Deemed to be University)
- Volunteered for Techleons (Department of Computer Science 2020) at CHRIST (Deemed to be University)