KRETHICK CHAKRAVARTHY

Game 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 Design and Development (Technology Track) from Aalto University to expand my knowledge in Game Design and Game Analysis (The Science of Game Design).

KEY SKILLS/PROGRAMS

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

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.
- 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.
- Key contributor to the development of Disney Byju's Early Learn Product (DBEL), which became a popular learning platform for young children.
- 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 user 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
- Led 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

Think & Learn Pvt Ltd (BYJU'S)

Dec '20 - Jun '21

Bengaluru, Karnataka

Game Development

- Collaborated with a game designer to learn various tools related to Visual Scripting
- Collaborated with a gamer to effectively leverage 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, understanding their significance and practical implementation in software development

5TH SEMESTER GROUP PROJECT

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

Jul '20 - Oct '20

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)

Christ (Deemed to be University)

Jun '18 - Jun '21

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.

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)