

# KRETHICK CHAKRAVARTHY

## Software Developer Intern

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## INTRODUCTION

I'm an inquisitive computer science graduate and a dedicated team player who is keen on learning more and finding his place in the gaming industry, and in the process playing a part in helping the company achieve its goals.

## 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

#### BYJU'S (The Learning App)

Bengaluru, Karnataka

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

- Developed and designed educational games for children from PRE-KG to Grade 3rd.
- Implemented game-related logic in Unity using a visual scripting tool
- Collaborated with pedagogy, art, and sound teams to implement ideas into game development.
- Contributed to the development of 'DBEL - Disney Byj's Early Learn product.
- Launched LATAM product in the USA and provided language support for it.
- Indianized content with region-specific voiceovers and content

## INTERNSHIP AND PROJECT

### Intern - Software Developer

Jan '23 - Aug '23

#### AdroitTS

Reston, Virginia

*Computer and Network Security*

#### Full Stack Web Development

- Developed a live project using React, .NET Core, and Posgres.
- Utilized Git, a version control tool, for efficient tracking and completion of daily tasks.
- Contributed to the successful implementation of multiple modules on the project using Microsoft Azure Documentation.
- Collaborated with a team to design and develop solutions using Microsoft Azure.
- Gained knowledge in Python and Flask.

### Intern - Game Developer

Dec '20 - Jun '21

#### BYJU'S (The Learning App)

Bengaluru, Karnataka

#### Game Development

- Collaborated with a game designer to learn various tools related to Visual Scripting

- Collaborated with a passionate 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 technologies.
- Learned and applied the concept of Finite State Machines, understanding their significance and practical implementation in software development.

## 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.

## 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).