

KRETHICK CHAKRAVARTHY

Software Developer

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Portfolio

INTRODUCTION

An Undergraduate Computer Science Student (3.43 CGPA) with competencies in game development. Aspiring to pursue a Master of Science degree in Game Design and Development – Computer Communication and Information Sciences from Aalto University to expand my knowledge in Game Design, Computer Graphics and AI.

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 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 BYJU'S Early Learn Product
- Launched LATAM product in Latin America and provided language support for it
- Helped create local vernacular versions of the games

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 PostgreSQL.
- Utilized Git, a version control system, 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

Think & Learn Pvt Ltd (BYJU'S)

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

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)