KRETHICK CHAKRAVARTHY

Game Designer

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INTRODUCTION

I'm an enthusiastic Game Designer with 1.4 years of experience in game development. My exposure in creating engaging educational games has allowed me to transform ideas into impactful solutions. I'm eager to leverage these skills to drive meaningful insights and improvements.

KEY SKILLS/PROGRAMS

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

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, focusing on creating engaging and educationally rich content that enhances learning engagement, particularly in India and the US, for the Disney Byju's Early Learn Product (DBEL) app.
- Designed and implemented core gameplay mechanics using Unity's visual scripting tools, ensuring intuitive and engaging user experiences.
- Worked closely with pedagogy, art, and sound teams to transform educational themes into interactive game experiences.
- Successfully launched the LATAM product with full language support, extending accessibility to children in Latin America.
- Tested games through in-company tools to ensure bug-free deployment into the Disney Early Learn App.
- 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 PostgreSQL, enhancing user experience and workflow efficiency.
- Used Git for project tracking and task management, enabling seamless collaboration.
- Contributed to the development and implementation of project modules using Microsoft Azure, improving system performance and 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 Worksheet 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 2024. (Youtube - Free Code Camp: Gavin Lon)