





# 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 Games (Technology Track) from IT University Copenhagen to expand my knowledge in Game Programming and Foundations of Game AI.

## 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	
<ul style="list-style-type: none"><li>• Collaborated with a game developer to effectively learn and leverage various tools within the Visual Scripting (BOLT) framework for game development.</li><li>• Worked as a developer using Unity and C#, gaining experience in developing applications and games using these tools</li><li>• Learned and applied the concept of Finite State Machines in the Osmo Worksheet Project, understanding their significance and practical implementation.</li></ul>	

5TH SEMESTER GROUP PROJECT	Jul '20 - Oct '20
AI Based Maze Game -CHRIST (Deemed to be University)	Bengaluru, Karnataka
Maze Game	
<ul style="list-style-type: none"><li>• Implemented Genetic Algorithm (Machine Learning) in the game by developing a custom algorithm that utilized genetic principles to optimize the behavior of characters</li><li>• 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</li></ul>	

EDUCATION	
B.C.A (Bachelor of Computer Applications)	Jun '18 - Jun '21
Christ (Deemed to be University)	Bengaluru, Karnataka
<i>A deemed to be university with two campuses in Bengaluru, one in Delhi and another in Pune with a base of 18k students</i>	
<ul style="list-style-type: none"><li>• Grade Point Average (GPA): 3.43 out of 4</li></ul>	

CERTIFICATIONS	
<ul style="list-style-type: none"><li>• Obtained Unity Certified Associate Game Developer UI and 2D Games certification from Linkedin in October 2021</li><li>• Proficient in C# for Unity Game Development with experience in using it for Linkedin projects, acquired in October 2021</li><li>• Completed a Machine Learning course using Python from the University of Michigan on Coursera in September 2020</li><li>• Successfully completed an Introduction to Game Development course from Michigan State University on Coursera in June 2021</li><li>• Completed AWS Cloud foundations course in November 2020</li><li>• Completed a Python Classes and Inheritance course from the University of Michigan on Coursera in June 2020</li><li>• Completed C++ Fundamentals: Game Programming For Beginners from Unity in April 2024.</li><li>• Completed basic training in DaVinci Resolve, a video editing tool, in 2024. (Youtube - Free Code Camp: Gavin Lon)</li></ul>	