KRETHICK CHAKRAVARTHY

QA Engineer

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INTRODUCTION

Game Designer transitioning to QA Engineering with Unity, C#, and C++ expertise. Experienced in Agile teams, combining technical skills and design insight to ensure polished, high-quality gameplay. Passionate about debugging, optimization, and systematic testing to elevate player experiences.

KEY SKILLS/PROGRAMS

• C#   • Unity   • C++   • .NET CORE   • MYSQL   • Git   • Git-Hub   • HTML   • CSS   • Java Script

PROFESSIONAL EXPERIENCE

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.

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.
- Collaborated with 3+ disciplines (art, sound, pedagogy) to define milestones and shipped 5+ educational games on schedule, resolving workflow bottlenecks.
- Led localization efforts for LATAM release, coordinating QA and prioritizing critical fixes and successfully launched the product with full language support, extending accessibility to children in Latin America.
- Tracked tasks and bugs in JIRA, ensuring sprint completion and *t*ested 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.

Intern - Game Developer   Dec '20 - Jun '21

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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.

PROJECTS

5TH SEMESTER GROUP PROJECT   Jul '20 – Oct '20

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

- 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.

SNAKE GAME   Sep '23 – Oct '23

PERSONAL PROJECT

- Implemented smooth and constant-speed movement for the snake and ensured the snake stays within the defined walls using Unity and C#.
- Programmed the snake to turn every tile when it touches green.
- Added a bounce effect so the snake rebounds when hitting the edges.
- Designed a random movement system for the watermelon (target object) and set a 6-second time limit for direction changes, making it move unpredictably.

CLASSY CLASH   Mar '24 – Apr '24

PERSONAL PROJECT

- Designed the game map using Tiled (a tilemap editor) for easy level creation.
- Loaded and rendered the tilemap in Raylib for smooth 2D gameplay.
- Implemented enemy movement logic (Pathfinding) so the enemies dynamically follow or patrol within the game world.
- Implemented a player health system to detect the player's health when enemies are nearby.
- Added collision detection between player, enemy for ensured proper interactions.

ROCKET BOOST   Jun '24 – Jul '24

PERSONAL PROJECT

- Utilized `Mathf.Sin()` to create smooth oscillating movements for objects (e.g., moving platforms or obstacles).
- Designed multiple difficulty levels for players to explore and ensured progressive challenges with increasing complexity.
- Enabled the rocket to fly, adding vertical movement and implemented proper collision detection with environmental objects.

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

- Proficient in C# for Unity Game Development with experience in using it for Linkedin projects, acquired in October 2021
- Successfully completed an Introduction to Game Development course from Michigan State University on Coursera in June 2021
- Completed C++ Fundamentals: Game Programming For Beginners from Udemy in April 2024.
- Indie Game Academy Level 1 Graduate in March 2025