

KUNAL N JAIN

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Education

Christ University

Expected June 2024

Bachelor in Computer Applications

Bangalore, India

- Scored 3.88/4.0 GPA (as of 4th sem) and earned a Merit Scholarship in the 2nd year.

St. Joseph's Pre-University College

August 2019 – May 2021

CSBA, Commerce

Bangalore, India

- Scored 91.33% and aided the organization of programming events.

Experience

Round Brush Studio

May 2022 – Dec 2022

Game Programmer

Bangalore, India

- Collaborated remotely with industry experts in concept art and 3D modeling to prototype their game idea.

BlueSprite

July 2021 – Present

Founder & CEO

Bangalore, India

- Managed BirdRun's art direction, SFX, programming, and project management.
- Represented BlueSprite at national game forums like Amazon GameTech Forum, Xbox Discovery Day, and India Game Developer Conference.

Digipplus

Aug 2020 – Sep 2020

Graphic Design Intern

Bangalore, India

- Illustrated educational diagrams to visually enhance content and improve comprehension.
- Created over 200 images within a tight deadline of 1 month, showcasing exceptional efficiency and meeting the timeline effectively.

Projects

HealHub | *React Native, MongoDB, ExpressJS, NodeJS, AWS*

Present

- Developing a comprehensive healthcare application using MERN Stack with React Native.
- Utilizing Natural Language Processing in addition with Optical Character Recognition parse physical prescription.

GCR Materials | *Python, Google Cloud Platform (Classroom and Google Drive API)*

Sep 2023

- Programmed a Python script that makes use of the Classroom API and Google Drive API to scrape every material posted on a Google Classroom.

OrganizeMe | *C#, .NET Framework, PostgreSQL, Supabase*

Mar 2023

- Developed a desktop application that helps organize notes and tasks that are synced via cloud, making it easy to access from anywhere.

Password Generator | *HTML, CSS, JS*

Dec 2022

- Crafted a user-friendly website capable of generating robust, randomized passwords for enhanced digital security.

Bird Run | *C#, Photoshop, SFXR, Unity Engine*

Jul 2021

- Designed and Programmed a 2D endless arcade game using C# and Unity Engine.
- Achieved 100+ downloads, earned 30+ reviews, and maintained a 5-star rating on the Play Store.

Technical Skills & Certificates

Languages: C, C++, C#, Python, SQL, JavaScript

Libraries & Frameworks: ExpressJS, ReactJS, NodeJS

Technologies: Git, Rest API,

Developer Tools: Photoshop, Blender, Unity Engine, VSCode, Amazon Web Services, Google Cloud Platform

Operating Systems: Windows, Linux, MacOS

Certifications: AWS ACF, Hackerrank Certificates (SQL - Basic and Intermediate, Python - Basic, Java - Basic, Problem-Solving), Infosys Springboard Software Engineering Course.

Leadership / Extracurricular

Google Developer Students Club

Sep 2021 - Aug 2023

Game Development Core Lead

Bangalore, India

- Utilized effective marketing techniques to engage more students with GDSC, resulting in a remarkable 200% increase in participation.
- Mentored and managed a team of 6-8 students, fostering their game development skills and personal growth.