# Kunal N Jain

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## Education

**Christ University**                                                            **Expected June 2024**
*Bachelor in Computer Applications*                                                    *Bangalore, India*
- Scored 3.88/4.0 CGPA (as of 4th sem) and earned a Merit Scholarship in the 2nd year.

## 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.
- Worked on Enemy AI system using ray casting.

**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 to parse physical prescription.

**Smart | *NextJS, Tailwind, Prisma, MongoDB***                                          **Sep 2023**
- Developed a website that offers various Generative AI tools like conversation, code, image, video and music generation.
- Used APIs from OpenAI and Replicate AI in the backend.

**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.

**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**: Java, C, C++, C#, Python, SQL, JavaScript
**Libraries & Frameworks**: ReactJS, NextJS, ExpressJS, NodeJS
**Technologies**: Git, Rest API
**Developer Tools**: Postman, GitHub, VSCode, Unity Engine, 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.