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| **EDUCATION** | |
| **University of Windsor** | **Windsor, ON** |
| *Master of Applied Computing* | *May 21 - Aug 22* |
| **Rahman Institute of Science and Technology** | **Chennai, India** |
| *Bachelor of Technology, Computer Science and Engineering* | *Aug 16 - Sep 20* |
| **WORK EXPERIENCE** | |
| **Infocrush Consulting and Services Inc** | **Toronto, ON** |
| *Software Developer - Cloud (Co-op Internship)* | *May 22 - Aug 22* |
| ●Developed and designed the gameplay mechanics for an interactive puzzle game, including programming the graphics, scripts, interface and sounds to prepare for market release  ●Performed various beta-tests for quality assurance to prepare the game for launch  ●Leveraged WebGL to build game, while managing deployment through AWS EC2 instances | |
| **Unadio** | **Toronto, ON** |
| *Software Developer (Freelance)* | *May 22 – Sept 22* |
| ●Create user interface flows, designs, color schemes and graphics with Figma to improve consumer’s learning experience, while working on backend development using Python and Django  ●Build database design and development adhering to architecture methodology  **PROJECT EXPERIENCE** | |
| **University of Windsor Course Projects** | **Windsor, ON** |
| *Airline Performance Analysis* | *Sep 21 - Dec 21* |
| ●Analyzed big data to generate reports, while creating an Express app to visual the output for distance traveled by flights to determine the highest percentage of on-time arrivals for a specific route  ●Utilized Amazon S3 to store the data set, Amazon EMR to retrieve the data set, and Amazon RDS to store aggregated data set | |
| *Appu Search Engine* | *May 21 - Jul 21* |
| ●Developed a web crawler algorithm by executing HTML to text parser functionality  ●Implemented caching feature on the search engine, improving the local browser’s loading speed by 15% ●Prepared metrics and conducted retrospective meetings | |
| *Athena* | *May 21 - Jul 21* |
| ●Created the app ATHENA to visualize concepts in augmented reality form through interconnections with audiobooks and physical books  ●Designed assets through Unity 3D, provided animation, and integrated AR with WebXR  ●Prepared test cases, test results, and defect reports as part of the QA team | |

**SKILLS**   
●**Programming Languages:** Python, C, C++, C#, HTML5, Java, JavaScript   
●**Software:** Unity3D, Unreal Engine   
●**Tools and Frameworks:** Azure, Microsoft Office, MySQL, CSS, Figma, Git, GitHub, Django, JIRA ●**Methodologies:** SDLC (Agile, Scrum, Kanban)   
●**Industry Knowledge:** Software Project Management, 3D Visualization, Computer Graphics, Video Games

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| **CERTIFICATIONS & TECHNICAL TRAINING Certifications**  *Microsoft Certified: Azure Fundamentals*  **LinkedIn Learning Courses**  *Project Management Foundations: Requirements*  *Software Testing: Exploratory Testing* | *Mar 23*  *May 21*  *May 21* |