

# Radhakrishna Kamath

## Curriculum Vitae

A-1 Sneh Roop Milan

Dombivli 421 201

India

+91 86555 98366

rkkamath95@gmail.com

<https://radhakrishnaKamath.github.io/>

radhakrishna-kamath-530a3498

ratedradhakrish

radhakrishnaKamath

*Only a fool learns from his own mistakes. The wise man  
learns from the mistakes of others.*

## Education

- 2018–present **Master of Science**, *Indian Institute Of Technology, Madras*, Chennai, *8.14 CGPI*.  
Master of Science in Wireless Networks Technology, in Computer Science from IIT Madras.
- 2013–2017 **Bachelor of Engineering**, *Mumbai University*, Mumbai, *8.9 CGPI*.  
Bachelors of Engineering in Computer Science from Vivekanand Education Society's Institute of Technology, Chembur.
- 2011–2013 **Higher Secondary Education**, *Maharashtra State Board*, Maharashtra, *85.83 %*.
- 2001–2011 **Secondary School Education**, *Maharashtra State Board*, Maharashtra, *91.27 %*.

## Experience

### Industry

- Mar'2018 - **Software Engineer**, *INK Academic*, Mumbai.
- Jul'2018 I was an Unity Game Developer for the project Immerz, which is an Augmented Reality (AR) game for teaching mathematics to students of class 4 to class 10.  
Key Responsibilities:
- I was part of the team to build front end of the game on Unity;
    - Making Augmented Reality Scene with Vuforia;
    - Making Normal Scenes;
    - Making Map Scene with Mapbox;
  - I was working with UI system in Unity.
- Dec'2017 - **Software Engineer**, *Mindseed Preschool*, Mumbai.
- Feb'2018 I was an Unity Game Developer for the project Immerz, which is an Augmented Reality (AR) game for teaching mathematics to students of class 4 to class 10.  
Key Responsibilities:
- I was part of the team to build front end of the game on Unity;
    - Making Augmented Reality Scene with Vuforia;
    - Making Normal Scenes;
    - Making Map Scene with Mapbox;
  - I was working with UI system in Unity.

Jul'2017 - **Software Engineer**, *Mindseed Preschool*, Mumbai.

Dec'2017 I was a full stack React Native Application Developer for the project Immerz, which was guide app for their kit for teaching english to kids of age 1-4 years. The App had a feature of ordering kit and do payment on the app itself.

Key Responsibilities:

- I was a full stack developer who worked with some of the UI and majority of the backend part in the project;

### Miscellaneous

Jul'2015- **Android App developer Intern**, *Studyleague*, Mumbai.

Aug'2017 I was an Android app developer for the project of apsicon event, and Bookhalt project.

## Languages

English	Full professional proficiency	
Hindi	Professional working proficiency	
Konkani	Native	Mother Tongue

## Skillset

Languages	C, C++, Java, Clojure, C#, Python, Php	Technologies	Android, React Native, Unity, Vuforia, Mapbox
Database	mongoDB, mySQL, SQLite, Redis		
Libraries	Reagent (Clojurescript + React), Expo(React-Native)		

## Interests

Numismatics Collecting Indian coins which are minted on special occasion

## Achievements & Extra co-curricular

- Best out-going student in junior college and was 3<sup>rd</sup> in XII in junior college.
- Worked as placement coordinator of my Class during my B.E.
- Organized a lecture on Leadership, ethics and teamwork in sem V during B.E.