Radhakrishna Kamath

Curriculum Vitae

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*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 India, 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*, Maharahtra, *85.83 %*.
2001–2011	**Secondary School Education**, *Maharashtra State Board*, Maharashtra, *91.27 %*.

Experience

Industry

Mar'2018 - Jul'2018	**Software Engineer**, *INK Academic*, Mumbai. 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 - Feb'2018	**Software Engineer**, *Mindseed Preschool*, Mumbai. 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 - Dec'2017	**Software Engineer**, *Mindseed Preschool*, Mumbai.
	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– Aug'2017	**Android App developer Intern**, *Studyleague*, Mumbai.
	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 3rd 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.