

# RAGHU MINA

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## EDUCATION

**MS Serious Games**, University of California, Santa Cruz September 2021 – Present

- Key Coursework: Game Design Systems, Game Development I

**M.Sc. Bioinformatics**, Jaipur National University, India August 2019 – June 2021

- Key Coursework: Data Structures and Algorithm, Java Programming, Python Programming, Computers, and Advance C++ Programming, Genome Analysis, Computational Biology, Genomics and Proteomics, Computer-Aided Drug Designing

**B.Sc. Bioinformatics**, Jaipur National University, India August 2016 – May 2019

- Key Coursework: Cell Biology, Microbiology, Database Management System, Immunology, C++ and DSA, Pharmacoinformatics, PERL Programming, System Biology

## Skills

**Operating Skills:** Linux, Windows, macOS  
**Computer Languages:** Python, Java, C#, C++, HTML, CSS, MySQL  
**Applications:** Photoshop, Audacity, Github, Google Workspace, MS Office, Unity

## Experience

April 2021 – August 2021

**Research Internship**, Indian Agricultural Statistics Research Institute, New Delhi

- Created a database consisting of biological data of plant-fungal disease Fusarium in Triticum plants using Python and Biopython to study transcriptomes in Triticum and Fusarium to find gene expression that causes this disease. Triticum is the parent family of a wide variety of plants such as wheat and maize.
- Tools and Technology: Python, R, NCBI, FASTA, DAVID, Blast2Go, WEGO, GEO2R

## Academic Projects

**Ninja Smasher Game:** Designed and developed a single-player game as a part of a group assignment. Prepared the audio effects and debugged the code. Used game mechanics float-Kick where a player controls a ninja and controls it to jump, float and kick to meet the game objectives in a given time: programmed audio and user interface.

- Tools and technology: C#, Unity, Audacity, Visual Studio, Github

**Portfolio Website:** Designed and created a portfolio website for me, coded user interface, and integrated it with GitHub.

- Technology and tool: Visual Studio Code, HTML, CSS, JavaScript, Github

**Restaurant Point of Sale Interface:** Programmed a point of sales interface for a “Pizza Shop” with Java as a part of the 12<sup>th</sup> standard Computer Science project. Used interface builder as well as hand-crafted Java Swing-based interface.

- Technology and Tool: Java, Swing, SQL, MySQL, NetBeans IDE