

# RANJU RAVEENDRAN

## SOFTWARE DEVELOPER

Auckland, New Zealand

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*I have over a decade of experience working in a wide range of areas, including Web Development, Game Development, XR Development, and Computer Graphics. Have a degree in Computer Science and completed an Advanced Software Developer course and a Master's in Creative Technologies. Throughout my career, I have consistently demonstrated my ability to quickly grasp new technologies and perform effectively even under pressure. My areas of expertise include Full Stack Development, Game & App Development and 3D Graphics.*

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## TECHNICAL SKILLS

C++	HTML	CICD
C#	CSS	REST API
Python	JavaScript	Unreal Engine
.NET	Node.js	Unity
SQL Server	React	Adobe Creative Suit
MongoDB	Git	Maya

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## EXPERIENCES

### Yoobee College, Auckland

#### ***Software Engineering Lecturer***

February 2018 to Present

Deliver courses to year 2 and year 3 students of Bachelor of Software Engineering.

- Design and deliver courses to NZQA standards
- Coach and guide final-year students in completing Web and Game Development projects.
- Delivering the following courses:
  - Web app development in Python and Flask
  - Programming C# and C++
  - Game development using Unreal Engine and Unity
  - 3D Content Creation

### Niramsoft

#### ***Freelance Software Developer***

July 2021 to Present

- Develop Web Applications
- Develop Mobile AR Applications
- Develop Game Prototypes

## **Native Software, Tauranga**

### ***Software Developer Intern***

October 2022 to December 2022.

- Worked with React, C#, SQL and .NET
- Developed a Web API for a bespoke ticket-tracking system
- Connected APIs from different ticketing systems to the backend

Achievement: Completed all features using the .NET framework as per the software specification document with no assistance from the mentors and manager.

## **Huhu Studios, Snells Beach, Auckland**

### ***Senior Animator / Generalist***

September 2010 to January 2018

- Performed scripting in Maya Embedded Library (MEL)
- Created 3D models in Maya
- Rigged character and prop models for animation
- Performed scene layout and set dressing
- Created 3D animations

Achievement: Started as a junior animator and progressed to become a senior animator. Assisted other departments, including modelling and rigging, during periods of staff shortage.

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## **EDUCATION**

**Advanced Software Developer (Level 6 NZQA) – Oct to Dec 2022**

**Software Developer - AI & Cloud (Level 5) – Aug to Sep 2022**

**Full Stack Developer (Level 4) – May to July 2022**

Mission Ready HQ, Auckland

**Master of Creative Technologies (Honours) - 2020 - 2021**

Auckland University of Technology, Auckland

**Bachelor of Computer Science - 1998 - 2001**

AJ College of Science and Technology, Kerala University, India

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## **SOFT SKILLS**

Communication - written and verbal

Team Player

Fast Learner

Team Management

Research

Analytical Skills

Problem Solving

Attention to Detail

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## **REFERENCES**

References can be provided on request.