

# RANJU RAVEENDRAN

## SOFTWARE DEVELOPER

Auckland

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New Zealand Citizen

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*I am presently employed as a Lecturer at Yoobee College, where I teach Web App Development and Game Development to Bachelor of Software Engineering students. I hold a Master's degree in Creative Technologies from AUT, and I have completed an Advanced Software Developer course at Mission Ready HQ. My expertise lies in Full Stack Development, Game Development, and 3D Animation. I possess proficient skills in various programming languages such as C++, C#, Python, .NET, React, HTML, CSS, JavaScript, and SQL. I am genuinely passionate about coding and constantly stay updated with the latest technologies. I have a proven track record of quickly grasping new technologies and effectively performing under pressure.*

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## SKILLS

### Developer Skills

C++, C#, Python, .NET, JavaScript, Node.js

HTML, CSS, React, REST API

SQL Server

Git, CICD

### Game Dev & Animation

C++, C#, Unreal Engine, Unity, Adobe Photoshop, 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

### Native Software, Tauranga

#### **Web Developer Intern**

October 2022 to December 2022.

- Worked with React, C# 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 without needing 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: Jointed as a junior animator and grew to senior animator. Was able to assist other departments such as modelling and rigging at times when they were short of staff.

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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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## **BUSINESS SKILLS**

Technical documentation

Research

Communication - written and verbal

Team player

Analytical skills

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## **HOBBIES AND INTERESTS**

Movies

Photography

Badminton

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## **REFERENCES**

References can be provided on request.