

RANJU RAVEENDRAN

SOFTWARE DEVELOPER

Auckland

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New Zealand Citizen

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Currently, a Lecturer at Yoobee College teaching Web App Development and Game Development for Bachelor of Software Engineering students. Completed a Master of Creative Technologies from AUT and have recently finished an Advanced Software Developer course from Mission Ready HQ. Proficient in Full Stack Dev, Game Dev and 3D Animation and is skilled in C#, Python, .NET, React, HTML, CSS, JavaScript and SQL. I am a coding enthusiast and an admirer of the latest technologies with a proven track record of picking up new technologies fast and functioning well under pressure.

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

EXPERIENCES

Yoobee College, Auckland

Software Engineering Lecturer

February 2018 to Present

Teach year 2 and final year students who are doing a Bachelor of Software Engineering.

Coach and guide final-year students in completing Web and Game Development projects.

Design and deliver the following courses to NZQA standards:

- Web app development in Python and Flask
- Programming C# and C++
- Game development using Unreal Engine and Unity
- 3D Content Creation

Achievement: Asked to teach Game Development when the existing lecturer left suddenly. I was able to upskill rapidly to deliver quality content.

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.

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

BUSINESS SKILLS

Technical documentation

Communication - written and verbal

Team player

Analytical skills

HOBBIES AND INTERESTS

Movies

Photography

Badminton
