RITVIK T NAIDU

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PROFESSIONAL SUMMARY:

I am currently seeking a position in animation/game design and would like to work and grow in that field. I believe that my educational and analytical background, designing skills, and ability to work hard makes me a perfect fit for this position. I have a major in Game Programming with a minor in Digital Art.

EDUCATION:

Bachelor of Science in Computer Science 05/2021
Major: Game Programming; **Minor**: Digital Art
DeSales University, Center Valley, PA 18034
Dean's List (≥3.5 G.P.A.): Fall 2021 & Spring 2021 semesters

EXPERIENCE:

DeSales MARCOM Department, Center Valley, PA 02/2021 – 05/2021
Web Communications Specialist (Internship)

- Designed and created an infographic video to present some "Facts & Figures" of DeSales University using Adobe *Illustrator*, *After Effects*, and *Photoshop*.
- Created sticker designs using *Adobe Illustrator* for DeSales Cyber Security and Digital Forensics Department.

PROJECTS:

- Created an *animation* using Autodesk Maya of a character running and climbing up a wall. This was created using reference footage to make the motion look realistic.
- Created an *Escape Room game* using Unreal Engine 4 in which the player must escape by solving various puzzles using clues provided throughout the map.
- Created a *mobile quiz app* using Android Studio with three quizzes. The topics for these quizzes were Math, Science, and History. After the user takes the quiz, the app displays the score.
- Wrote a successful *Java* and *C++* program with GUI to create a *Dice Roller* game
- Wrote a successful *Python* and *C++* program to create a *Roulette* game.
- Wrote a successful *Java and C++* based algorithmic code to determine the optimal sequence for the flow of jobs through two machines to minimize total completion time. This is based on an algorithm called Johnson's Rule and is in the *machine scheduling* literature.
- Wrote a successful *C++ and Python* based algorithmic code to sequence a set of jobs for two algorithms with tardiness and the number of tardy jobs being the measures of performance.
- Created an *Infographic video* about Twitter. This infographic video was based on an article which contained information regarding certain data/statistics about Twitter.

SKILLS:

- Animation Software: Autodesk Maya, Autodesk 3ds Max
- Game Design Software: Unreal Engine
- Adobe Software: Photoshop, Illustrator, After Effects, XD
- Languages: C++, Python, Java, JavaScript, HTML, CSS
- Microsoft applications: Excel, PowerPoint, Word

CERTIFICATION:

- Python Institute Certification: PCEP (Certified Entry-Level Programmer)

CITIZENSHIP:

- Natural born citizen of U.S.A.