

Ritvik T. Naidu
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EDUCATION

DeSales University, Center Valley, PA 18034

Expected Date of Graduation: May 2021

Major: Computer Science (Game Programming track)

Minor: Digital Art

COURSEWORK COMPLETED

Introduction to Computer Programming, Object Oriented Programming, Application Development, Visual Interface, Database Analysis and Design, 3D Modeling for Production, 3D Animation, Game Development/Interface, Digital Art I & II.

RECENT PROJECTS

- Created an infographic animation video about Twitter. This infographic video was based on an article which contained information regarding certain data/statistics about Twitter.
- Created a level of an Escape Room game using Unreal Engine 4 in which the player has to escape by solving various puzzles using clues provided throughout the map.
- 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 a mobile quiz app using Android Studio, which contains three quizzes. Each quiz is about a different topic; the three topics are: Math, Science, and History. After the user takes a quiz, the app calculates the score of the user and displays it.
- Wrote a successful Java and Python program to determine the optimal sequence for the flow of jobs through two machines in order to minimize the total completion time. This is based on an algorithm called Johnson's Rule and is in the machine scheduling literature.
- Wrote a successful Java and Python program that sequences a set of jobs according to two different algorithms (Earliest Due Date and Modified Due Date rules) and measures the total tardiness of all jobs and also calculates the total number of tardy jobs.

WORK EXPERIENCE

Trexler Library (Circulation Desk), Center Valley, PA (September 2017 - May 2018)

- Organized the layout of books in the library and checked out books to students

TECHNICAL SKILLS

CSS, HTML, JavaScript, MS Excel, Adobe Photoshop and Illustrator, C++, Python, Java, Autodesk Maya and 3ds Max (Animation software).

PYTHON INSTITUTE CERTIFICATION

PCEP (Certified Entry-Level Python Programmer)