SARATH BABU P

STUDENT IN INTERACTIVE TECHNOLOGIES

CONTACT

https://sarathbabuportfolio.web.app/

7560988701

sarath.b@atriauniversity.edu.in

Olive By Embassy, 1st Main Rd, R. T. Nagar, Anand Gokul Layout, Kaval Bairasandra, Bengaluru, Karnataka 560032

PROFESSIONAL SKILLS

- GameDevelopment Using UNITY Engine
- C# , .NET Core basics
- Algorithms, Data Structures, and Pseudo Code
- Web development(HTML,CSS and Js)
- Data Analysis and Visualization using R
- Python, Django Framework, Data Collection, Data Visualization
- Firebase,UI/UX Designing, Arduino
- Aframe Plugins with Javascript
- Proficient with Arduino, ESP32

EDUCATION

B.Tech, Interactive Technologies

Atria University

(Pursuing)

Higher Secondary

Sobha Icon Hss

2019-2021

Percentage - 99.08%

High School

GHSS Kizhakkencherry

2019

Grade - 10 A+

PROFILE

My name is Sarath and I am a Second-year B.Tech. student in Interactive Technologies with a passion for game development using Unity. I have always been fascinated by the creation of video games and the ability to transport players into new worlds. My experience in software development and virtual reality website creation has provided me with a solid foundation in programming languages such as R for data analysis, as well as HTML, CSS, and JavaScript.
I am eager to expand my skillset and pursue my passion for game development through an internship. My ultimate goal is to contribute to the development of immersive and engaging games that will captivate players. I am a highly motivated individual with a strong work ethic and am confident in my ability to work collaboratively in a team. I am excited to learn from experienced professionals in the field and gain hands-on experience in game development using Unity.

COURSES AND PROJECTS

Game development with unity

Currently Iam doing a course on Game Development Using UNITY. I have completed building a car game following Unity tutorials from various sources. Currently, I am working on developing a 3D car racing game for Windows PC, which will showcase my skills in creating engaging game environments and mechanics. This project involves designing and building multiple scenes, creating game mechanics for player, enemy, and rewards, implementing score UI, and adding sound effects to enhance the overall gameplay experience.
By working on this project, I will gain a deeper proficiency in Unity and C# programming, allowing me to build interactive and engaging games that capture the attention of players. This project also provides an opportunity to demonstrate my ability to work independently, manage time effectively, and troubleshoot technical issues to produce high-quality games.

Software systems And Application Development

In this course, I learned to create responsive webpages using HTML, CSS, and JavaScript. I gained a basic understanding of their fundamentals and developed proficiency in their application. My project included creating a personal portfolio and a website for a startup in mental health.

Portfolio Making

- I Designed a responsive portfolio website using HTML, CSS, and JavaScript.
- It featured the famous personality Stephen Hawking.
- I hosted the website on Firebase, demonstrating my ability to deploy web applications.
- Hone my design and development skills while showcasing proficiency in creating visually appealing webpages.

StartUp Website

- I built a website for a mental health startup hosted on Firebase.
- It retrieved employee details from the GitHub API to display on the website.
- I gained a better understanding of the fundamentals of JavaScript and its application in web development.
- It showcased my ability to create functional and visually appealing web applications.

HOBBIES

- Playing Volleyball
- Reading books or articles
- Painting or drawing
- Playing musical instruments
- Playing video games
- Playing board games or card games with friends and family
- Photography or videography.

LANGUAGES

Malayalam

English

Hindi

Tamil

Kannada

CERTIFICATES

→District Level 2nd at Mathquiz HSC level
→PM foundation scholarship holder.
→NMMSE Scholarship recepient (2018)

REFERENCES

Sai Krishna Mulpuru
Program Director
Interactive Technologies and Design
Atria University
saimulpuru@atriauniversity.edu.in

Dr Arun Raman
Associate professor
Digital Transformation
Atria University
Arunraman@atriauniversity.edu.in

Sensors And Actuators

The Sensors and Actuators course provided hands-on experience with various components including LDRs, Ultrasonic sensors, DC motors, and servos. I learned to program and interface with these components using Arduino and ESP32. By completing practical exercises and projects, I gained a comprehensive skill set in electronics and robotics.

Solar Tracker

- Designed and implemented a Solar Tracker as a Sensing System using Arduino and cloud-based technologies.
- Gained experience in working with different types of sensors and actuators.
- Learned to utilize data to make decisions and control physical systems.

Large Scale Kinetic Sculpture

- Designed and built a Large Scale Kinetic Sculpture featuring a moving butterfly.
- Utilized DC and servo motors, along with various Arduino components to bring the sculpture to life.
- Gained experience in designing and prototyping large-scale mechanical systems.

Data Visualization And Wrangling

The Data Visualization and Wrangling course taught me R programming for data analysis and visualization. I learned data cleaning and wrangling techniques to create effective visualizations for data insights.

Horticulture data

- Executed a project showcasing 120+ horticulture tables from "2018 Horticulture Statistics".
- Designed the project to present data in an engaging and informative way.
- Conveyed key insights and statistics from the tables effectively.
- Developed practical skills in data analysis and visualization through the project.

Data Strucures and algorithm

The Data Structures and Algorithms course provided me with a strong foundation in computer science fundamentals, including data structures and algorithms. This knowledge has enabled me to create efficient algorithms and optimize data structures for improved performance.

Namma Metro

- Developed Namma Metro Routing and Pricing System for efficient and user-friendly travel.
- Utilized four linear data structures for accurate passenger information.
- Designed a GUI for inputting Boarding and Destination Points.
- Provided shortest route, number of stops, and cost of the ticket for Green and Purple lines.

Username Verification

- Created a GUI-based system using Bloom filter algorithm to check if a username is taken.
- Designed a user-friendly interface for easy input of usernames to be checked.
- Improved system efficiency by reducing false positives and negatives.

Machine learning Project

The Data Visualization and Wrangling course taught me R programming for data analysis and visualization. I learned data cleaning and wrangling techniques to create effective visualizations for data insights.

MNIST Digit Prediction

- Made a handwritten digit recognising gui in python.
- Utilized MNIST dataset to fit machine learning models, including SVM, Naive Bayes, Decision Forest, and kNN.
- Compared models on raw and preprocessed data and performed various preprocessing tasks.
- Trained Support Vector Machine and decision trees to improve accuracy with preprocessing techniques.