



RAMCHARAN SRIHARSHA CHILAKAPATI

[HTTPS://GOHARSHA.COM](https://goharsha.com) | WEB, MOBILE, DESKTOP, CLOUD,
COGNITIVE AND GAME DEVELOPER

OBJECTIVE

I'm a self-enthusiast web, desktop, mobile app developer, and also a game developer. I'm comfortable in Windows, OS X, Unix, Android and HTML5, and I can learn other platforms and languages if required.

SKILLS

C, C++, C#, Java, VB.Net, Haxe, JavaScript, PHP, Ruby, Kotlin, Scala, Groovy, TypeScript, Boo, Rust, Objective-C, Objective-C++, Swift, UnityScript, GLSL, SESL.

Unity3D, UnrealEngine, Node.JS, ExpressJS, MongoDB, Cloudant, Bluemix, Ionic, Google Web Toolkit, Android, wxWidgets, QT GUI, OpenGL, OpenGL ES, OpenAL, WebGL, Web Audio API, JavaFX.

EXPERIENCE

SOFTWARE ENGINEERING INTERN • MIRACLE SOFTWARE SYSTEMS • 3RD MAY 2017 – 9TH JUNE 2017

I worked as an intern at Miracle Software Systems in Visakhapatnam in a team of 6 members where we worked on integrating cognitive NLU API from IBM into a help desk application to analyze the state of the writer and assign automatic priority to the support threads.

TEACHING ASSOCIATE • CSE TECHNICAL CLUB AT SRI VASAVI ENGINEERING COLLEGE • 9TH JUNE 2017 – PRESENT

I formed the CSE technical club at our college along with my friends, and we are taking daily classes to our juniors on the subjects of Cognitive Development, Web Development and 3D computer graphics with OpenGL after college hours.

EDUCATION

B. TECH IN COMPUTER SCIENCE • 2018 PASSOUT • SRI VASAVI ENGINEERING COLLEGE

Pursuing B. Tech at Sri Vasavi Engineering College in Computer Science Engineering, with an aggregate of 66% in academics.

INTERMEDIATE IN MPC • 2011 – 2013 • NARAYANA JR. COLLEGE

Pursued Intermediate with MPC as the group at Narayana Jr. College with an aggregate of 88.8% from 2011-2013.





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WORKSHOPS ATTENDED

Attended three-day Unity game development workshop conducted by Spark at NIT-W in 2013.

Attended three-day Unity game development workshop conducted by iB Hubs at NIT-W in 2016.

Attended a one-week training on Mean Stack by Miracle Software Systems as part of AP Cloud Initiative at Miracle Heights, Vizag in 2016.

Attended Digital Summit 2016 conference conducted by Miracle Software Systems as part of AP Cloud Initiative in 2016.

Attended a three-day training on Mean Stack phase 2 conducted by Miracle Software Systems at Sri Vasavi Engineering College campus in 2016.

SECONDARY EDUCATION • 2010 – 2011 • SRI CHAITANYA TECHNO SCHOOL

Pursued secondary schooling at Sri Chaitanya Techno School securing an aggregate of 88.8% from 2010-2011.

PERSONAL PROJECTS

I always love undertaking new projects and spend my free time working on them. Here are some of my projects which I like the most.

SILENCEENGINE

SilenceEngine is a 2D/3D Java game engine which I started writing in 2014 November 16th. Since then this project matured itself and is now being used by 29 people and it has a community forum as well.

Initially it was available for desktop only, but I have been working on ports to it in the form of pluggable backends which are now available for desktop, HTML5 and also Android.

WEBGL4J

This is a WebGL binding to the Java language. It allows GWT (Google Web Toolkit) users to write client-side web applications in Java which take advantage of the WebGL graphics library. This is used in the HTML5 backend of SilenceEngine.





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Attended one-week Oracle Workforce Development Training at Sri Vasavi Engineering College in 2016.

Attended two-day Robotics 2.0 workshop conducted by Etch Bricks at Sri Vasavi Engineering College in 2017.

Attended Apple Swift iOS development workshop conducted at Sri Vasavi Engineering college in 2017.

PRESENTATIONS

I actively took part in seminars in college conducted as part of the course.

When I was in 3rd semester, I have presented a seminar about WebGL4J – my library which provides WebGL bindings to Java apps using Google Web Toolkit.

When I was in 5th semester, I have presented a seminar about SilenceEngine which is my own cross platform 2D/3D game engine.

GWT-AL

This is a project which implements OpenAL audio specification in HTML5 for GWT. OpenAL is a C specification for playing low level sounds, with spatial properties, simply said as playing 3D sounds. The OpenAL calls made by the user are delegated to the Web Audio API, making the application to run on any browser, even on mobiles.

EASYJSON & EASYXML

This is my attempt at writing an educational parser for the JSON file format designed by Douglas Crockford. The advantage of this parser is that it is very tiny, available on Maven Central, and works on all the platforms that SilenceEngine targets. It is used in SilenceEngine to store the game configuration data such as the save files.

After EasyJSON became success, I recently started working on this project, which is an XML parser. It can parse tags, attributes, text and also CData sections between texts. It is very tiny too, and is also used in SilenceEngine to read maps created using Tiled map editor.

SIMPLYCPP

The Turbo C++ IDE that we used in our C and C++ lab is good, but unfortunately required some hacks to get it running on Windows 7 and above. So, I made my own C and C++ IDE using wxWidgets GUI toolkit and the TDM fork of the GNU C/C++ compiler. I also happened to learn lambda expressions in C++14 while learning it and it is so cool.

