

Ajaykiran Palamthodi
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A lot of people figure out what to do for a living, very early in life. I am not one of those people, I was not sure what career to choose for a long time, then I found game development and instantly fell in love with it. I have been developing my skills, building solo games, and learning different aspects of game development ever since. Due to graduate in 2022, I have acquired technical knowledge and skills from my course as well as practical and business skills from my industrial years in an IT company in India. I have used a range of languages, operating systems and development tools as well as experiencing the system development life cycle.

Education

University of Essex (2021-2022)

- MSc Advanced Computer Science
- Modules include Game Artificial Intelligence, Mobile and Social Applications Programming, Machine Learning, Data Science and Decision Making, Text Analytics, Computer Security.
- Individual Project and Dissertation: Serious Game for Disease Diagnosis
- Group Project: Object Detection and Tracking for Vulnerable Road Users

Amrita School of Engineering, India (2013-2017)

- Bachelors in Electronics and Communications.
- A-level maths, computer programming.
- Final Year Group Project involved Antenna Gain Optimization using Object Swarming.
- Final Year Industry Placement: Cognizant Technology Solutions.

Silver Hills School, India (2011-2013)

- Grade A equivalent GCSEs in English language, Maths, Physics, Chemistry and Computer Science.

IT Skills

- Development tools: Visual Studios, Unity 2D/ 3D, Blender, Android Studio, VS Code, Spyder, FL Studio, Audacity
- Programming Languages: Python, C#, Java
- Databases: Firebase Cloud Database, SQL, Oracle
- Operating Systems: Android, Windows, and Linux

Employment

Associate Software Developer, Cognizant Technology Solutions, Kochi, India (2017-2021)

- Systems analysis with clients to determine requirements - talking to managers and staff and observing work practices throughout the supply chain
- Analysis of data including modelling.
- Worked on 4 different projects.
- Worked with Crystal Reporting.
- Part of a software development team for migrating code in VB .Net to C#.
- Singlehandedly implemented LiveChat for Web application.
- Worked in high pressure environment and handled several bug fixes within the time frame.
- Several Enhancements in different Web Applications.
- Worked on both Client and Server Side of applications.
- Demonstrating prototypes to staff.
- Unit testing, implementation, and evaluation.
- Participating in Auditing and Reporting.

Part Time Crew Member at Mc Donald's, Leisure World

- Customer care.
- Being a good communicator.
- Serving food and making sure the customers are satisfied.

Independent Projects and Accomplishments

Game Development

Game Jams

- Global Game Jam 2022 (<https://aj6546.itch.io/black-and-white>)
- University Game Jam 2022 (<https://aj6546.itch.io/superevilbossgame>)

Tools Built

- Object pooling for Unity Game
- Inventory Equipment System for Unity Game.
- Dialogue System

Experienced in

- Low-poly 3D modelling
- Photon Multiplayer System
- video game music using FL Studio editing sounds using Audacity.

Others

- Created a NL to SQL translator as part of Data Science and Decision-Making Module. - <https://github.com/AJ6546/CE888>
- Created a Game as part of Game AI module.
- Created a Bot to play Hanabi and a Neural Bot to play Resistance as part of Game AI module. <https://github.com/AJ6546/HanabiBot>, <https://github.com/AJ6546/ResistanceBot>
- Create an Android Learning Game App for Children as part of Mobile and Social Applications Module <https://github.com/AJ6546/LearningGameApp>
- Have experience working with Firebase Realtime Database and Cloud Firestore.
- Completed Applied Data Science with Python (Coursera Course with 5 Specialization) by University of Michigan.
- Completed Data Science with R as part of Data Scientist course by SimpliLearn
- Completed course on Machine Learning and Deep Learning from Super Data Science Team

Profile Links

- Devlog - <https://aj6546.itch.io/>
- Github Link – <https://github.com/AJ6546>
- 3D Modelling - https://drive.google.com/file/d/1Nh_nuSlw62IJRohAPvoY6FkbvmGcqyh7/view?usp=sharing
- Game Developer Website Link – <https://kiran619ajay.wixsite.com/website-1>
- Instagram Business Profile - <https://www.instagram.com/tpk1776/>

Sports and interests

- Part of Cognizant Soccer League (Inaugural) 2019 Championship winning Team.
- Football and Badminton are interested sports.
- Hobbies include working out, playing video games, programming, sketching, character modelling, creating video game music, developing games etc.
- Favourite video games include Mortal Kombat, Pokemon, WWE Smackdown Here Comes the Pain, Little Fighter 2, Guild Wars 2, and Legends of Runterra
- Favourite Genre is RPG

References available on request