

YUVARAJ B

Aspiring Game Developer & Software Engineer

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PROFILE

Motivated and detail-oriented undergraduate student passionate about game development and software engineering. Experienced in building engaging 2D games using Unity and developing full-stack web applications with modern frameworks and tools. Proficient in coding, problem-solving, and collaborating within agile teams. Seeking an entry-level opportunity to contribute to creative and impactful projects while expanding my skills in the tech industry.

EDUCATION

P.J Gupta High School

Ambattur Chennai
2020

Ayapakkam Boys School

ayapakkamChennai
2022

S.A Engineering College

B.E Computer Science Engineering
2022-2026

SKILLS

Unity	Blender
C	JavaScript
C#	Bootstrap
Python	FireBase
Java	Git
HTML	CSS

PROJECTS

Released 2D Game (Circle Chaos) (PlayStore)

Developed a 2D mobile game in Unity with smooth controls and engaging mechanics, published on the Google Play Store.

Android App (Speed Math) (PlayStore)

Developed an interactive mobile application to help users improve their mathematical skills through engaging exercises and quizzes

Client Website (olivedentistry.in)

Designed and built a responsive, user-friendly website for a client with seamless functionality, hosted live using Hostinger.

Hand Sign Recognition System (College Mini Project)

Built a hand sign recognition system using Python and OpenCV to detect and convert hand gestures into text in real time, enhancing accessibility for the hearing impaired.

ACHIEVEMENTS

1st Prize – Hackathon, SRM Institute of Science and Technology

1st Prize – Technical Quiz, IEEE Day, College Level Competition