RAJATH K

Junior Software Developer

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PROFESSIONAL SUMMARY

I'm a BCA graduate specializing in Game Design and Graphics, with hands-on experience working on AI voice assistants, VR games, HCI projects, and full-stack web apps. I know my way around C++, C#, Python, Next.js, and Unreal engine. Experienced across the full stack, from game engines and VR to web apps and AI integrations, with a focus on performance, clean architecture, and shipping things that work.

EDUCATION

Shoolini University (Solan, Himachal Pradesh) | 2022 – 2025
Bachelor of Computer Applications (BCA)
Specialization: Game Design and Graphics
CGPA: 8.2

PROJECTS

Echo AI assistant Ollama + Custom voice interface (2025, in progress)

- Building a local AI voice assistant powered by Ollama for natural language tasks
- Set up wake word detection and passive listening
- Wrote core commands for browsing, playing songs, and shutting down echo on command
- Kept privacy a priority with local deployment and real-time voice interaction.

Boss rush game Unity (Game jam project) (2024)

- Worked with two teammates to deliver a fast-paced action game under a tight deadline
- Took charge of combat mechanics, designed levels, and helped with rapid prototyping
- This taught me a lot about teamwork and agile development

VR horror game Unreal engine (Blueprints + C++) (2024)

- Developed an immersive horror VR experience for Meta Quest 2
- Handled gameplay logic with Blueprints and boosted performance using C++
- Ran lots of playtests

Tournament registration platform Next.js, React, Node.js (2023)

- Built a full-stack web app for tournament signups, focused on responsive design
- Developed backend features like form handling, validation, and data storage
- Tested everything for mobile compatibility and a seamless user experience

Hand-tracking ping pong game OpenCV + Camera input (2023)

- Made a real-time, hand-tracking ping pong game using computer vision
- Designed low-latency input for quick paddle moves

SKILLS

Languages: C++, C#, Python, JavaScript, GDScript

Game Engines: Unreal Engine, Unity, Godot

Web: Next.js, React, Node.js

Tools & Libraries: Ollama, OpenCV, Voice Recognition

Domains: Computer vision & HCI

Dev Practices: Git, Agile Methodology

Core Skills: Debugging & Problem Solving, Teamwork & Quick Learning

DECLARATION

All details shared here are true and accurate to the best of my knowledge.