FACULTY OF ENGINEERING
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

VISION: "TO FORTIFY ETHICAL COMPUTATIONAL EXCELLENCE"

MISSION:
- Imparts core and state-of-the-art knowledge in the areas of Computation and Information Technology.
- Promotes the culture of research and inspires innovation.
- Acquaints the students with the latest industrial practices, team building and entrepreneurship.
- Sensitizes the students to the environmental, social & ethical needs of society.

Workshop on Soft Skill Development

This is to inform all the students of the Computer Science and Engineering Department that a **Workshop on Soft Skill Development** is scheduled on 8th Feb 2018.

Date: 08/02/2018

Time: 11.00 am– 4pm

Venue: Block-II mini seminar hall, Faculty of Engineering, Christ (Deemed to be University), Kengeri campus

Speaker/s:

Name: Mr. Sharath Chandra Aithal

Organization and Place: Field Engineer at Unity Technologies, Bengaluru, Karnataka

Dr. Balachandran K

Head of the Department

CHRIST

FACULTY OF ENGINEERING

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Workshop on Soft Skill Development

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Speaker/s:

   Name: Mr. Sharath Chandra Aithal

Organization and Place: Field Engineer at Unity Technologies
                          Bengaluru, Karnataka

Target Audience: B. Tech Students

Total Participants: 22

OBJECTIVE:

The main objective of the Workshop was to familiarize the students with the emerging ideas and trends on how to develop personality in the 21st century contexts. The programme also aimed to teach students to work with various professionals, people and groups to understand the meaning of life and work in the present context; to enhance their communication skills and interpersonal skills in order to function in professional and social settings effectively; to enrich the academic language skills (writing and presentation skills) for academic writing and presentations; to understand effective planning, time management and implementation for setting goals and achieving both personal and professional goals; to learn to evaluate oneself (self-appraisal and introspection) for further growth, personally and professionally..

The session opened with introducing the realities of the industry: the serious skills gap & shortage found in the industry, which were evident through various surveys & statistics. Information was disseminated regarding the industry specific soft skills that the evercompetitive industry demands. Along with explaining the importance of how Soft Skills play an important role in professional life, Mr. Sharath Chandra also explained how we intend

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to impart the training for acquiring the same. He illustrated how acquiring these skills are crucial for professional as well as personal development.

Staff Coordinator
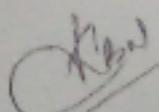
HOD/Program Coordinator
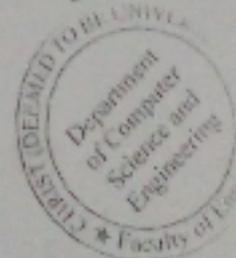
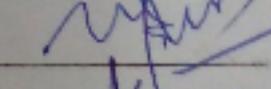| Sl No	Student Reg No	Student Name	Signature
1.	1660309	AKKU TOM	
2.	1660312	AMAN AHMED	
3.	1660313	AMITH SANKAR SUNIL LAL	
4.	1660314	ANDREW ANIL HANSDAK	
5.	1660327	DENNIS J KURUVILLA	
6.	1660331	DOSHI HARSHIT PARESHBHAI	
7.	1660332	DWAYNE FRANCIS D'COSTA	
8.	1660336	HIRANI DANISH KARIM	
9.	1660340	JUAN JOSEPH VADAKKAN	
10.	1660342	KANNAN M	
11.	1660345	KORAK BANERJEE	
12.	1660347	KUNAL RAJ BHARDWAJ	
13.	1660396	AKANKSHA RAJ	
14.	1660397	AMBIKA CHUNDRU	
15.	1660399	ANNMARY K SEBASTIAN	
16.	1660400	APOORVA M G	
17.	1660401	CAZAL TIRKEY	
18.	1660402	CHRISTINA VARGHESE	
19.	1660403	DAPHINE BABU	
20.	1660404	DEEPSHIKA CHANDRASEKAR	
21.	1660406	HANNA SUSAN ABRAHAM	
22.	1660409	MARINA ABRAHAM	
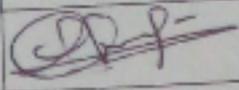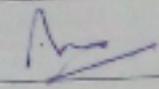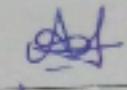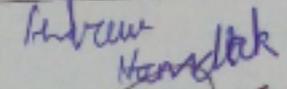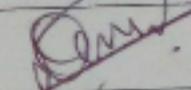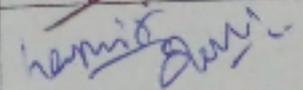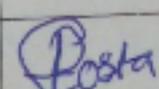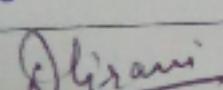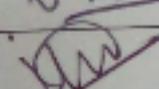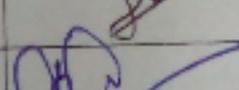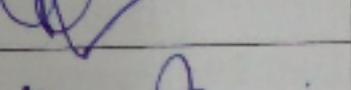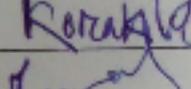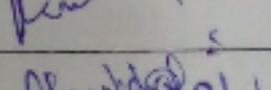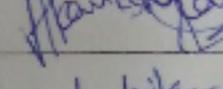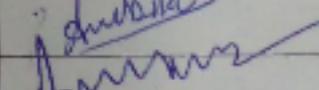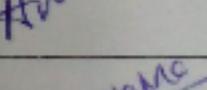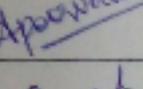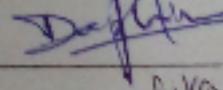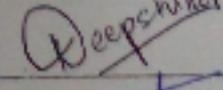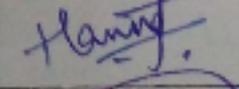
Sharatchandra Aithal

Technical Sucess Manager - UDP at Unity Technologies

Bengaluru, Karnataka, India

Education

- **ICAT Design and Media College**
  Post Graduation Diploma in Game DevelopmentComputer Games and Programming SkillsA
  2012 - 2013

- **RNS Institution of Technology**
  Bachelor of Engineering (B.E.)Computer ScienceB
  2003 - 2009
  Activities and Societies: Short Film Festivals Cultural Activity Team

Experience
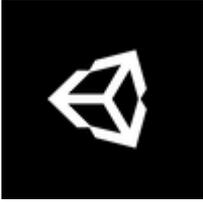
Unity Technologies

3 years 9 months

- **Technical Sucess Manager - UDP**
  Mar 2021 - Present1 month
  Copenhagen, Capital Region, Denmark
- **Field Engineer**
  Oct 2018 - Mar 20212 years 6 months
  Bengaluru, Karnataka, India
- **Unity 3D Brand Ambassador for Bangalore Userbase**
  Jul 2017 - Mar 20213 years 9 months
  Bengaluru Area, India

Head of the Department
Science and Engineering
CHRIST (Deemed to be University)
Bengaluru - 560 074

-
  Chief Technology Officer
  Krayonik Digital Media Pvt Ltd
  Apr 2015 - Oct 20183 years 7 months
  Bengaluru Area, India

  Technical :
  Unity 3D
  - Creating Frameworks to be deployed for cross industry usage.
  - Mentoring the team to optimize code & models for Unity 3D.

  Unreal 4:
  - Creating Frameworks to be deployed for cross industry usage.
  - Mentoring the team to optimize code & models for Unreal.

  Exploring Cryengine, Lumberyard and Three.js

  Platforms :
  Windows 7/8/10
  Mac
  Linux
  Android (Including AR & VR)
  iOS (Including AR & VR)
  Windows 8 Phone (including VR)

-
  Game Programmer
  Xentrix Studios
  Mar 2014 - Mar 20151 year 1 month
  Bangalore Area, India

  Technical
  UNITY 3D
  - Proactive solutions to complicated problem.
  - Building pipeline tools for In-Engine (Unity 3D) and Version control systems.
  - Utilizing best practices for all prototyping.
  - Building custom Editors for Designers : UI Creator, Level Building, Rules Builder, Grid System with snapping

  UNREAL ENGINE 4
  - Designing & Developing efficient solutions using a combination of C++ & Blueprints.
  - Designing & Developing effective UI solutions using…
  Show more

-
  Lead Programmer

GoLive Gaming Solutions Pvt.Ltd

Jul 2013 - Mar 20149 months

Hyderabad Area, India

Technical
- UI Design & Programming.
- Converting design concepts into Programming structures.
- Teaching the programming team about Unity 3d and its modular programming concepts.
- Build Management.

Management
- Maintaining the workflow of the team.
- Sending out reports regarding the Dev Tasks
- Maintaining close interactions between the Art and Design pipeline with the Development pipeline.

- **Sen. Game Tester and Analyst**
  Hewlett-Packard

  Aug 2009 - Aug 20112 years 1 month

  Bangalore, Karnataka, India

  1. Functionality Testing (Ad Hoc and Procedural)
  2. PC Compatibility Testing (Having an updated knowledge of Gaming Hardware)
  3. Compliance Testing (Having done compliance training on Playstation 3 and Xbox 360 Platform)
  5. Regression Handling
  6. Bug Tracking and Follow up
  7. Test Case creation for both Single Player and Multiplayer components.
  7. Pre-Mastering activity for 3 months (wrote a semi automation tool for it)

Head of the Department
Computer Science and Engineering
CHRIST (Deemed to be University)
Bengaluru - 560 074