PRATHAM PRABHU

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PROFILE

As a postgrad student, I am eager to start my career in tech. I have a solid foundation in programming languages like [Java, C++] and some project experience. I'm passionate about solving problems and learning new technologies, and I'm looking forward to contributing to a dynamic team and growing my skills.

EDUCATION

Rajhans Vidyalaya   2018 – 2020
Class XII (CBSE) - 82%

B.Design In Game Design(Artemisia College Of Art   2020 – 2024
And Design) 🔗   Indore, India
Graduated in June 2024 from Artemisia College of
Art And Design

Master of Computer Applications(Manipal Institute   2024 – 2026
Of Technology)   Manipal
Pursuing MCA currently in 2nd year.

TECHNICAL SKILLS

• Programming Languages : C++ / Java

• Tools : Unity Engine / VS Code

• Fundamentals : Data Structures & Algorithms, OOP

• DBMS : SQL

PROJECTS

Stack Ball   2024
• Developed a 3D level based game within two weeks.
• Worked with my teachers to formalize a perfect
  fit for all the graphics and code.
• Played with the code for optimization
• Tested Cross Platform (Mobile and PC)
• Try it yourself. 🔗

HardestGame   2023
• One of my favorites, a 2D game with simple
  mechanics but with peak difficulty.
• Created the UI Design and 2D sprites along with
  all the mechanics.

Weather Website
• Developed a responsive weather web app using
  HTML, CSS, and JavaScript, integrating real-time
  weather data from external APIs
  (OpenWeather/WeatherAPI).