Prasenjeet Sonawane

UNITY DEVELOPER

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EDUCATION

Pune Institute of Computer Technology, India (Jul 2020 - Jul 2024)
Bachelor of Engineering in Computer Engineering
M.J.S.M.S Ahilya Nagar (Mar 2018 - Mar 2020)
H.S.C (Science)

WORK EXPERIENCE

C-DAC Mumbai Level 1-2 Sep 2024 - Ongoing

Developed interactive 3D simulations and VR experiences under the Olab project at C-DAC Mumbai, focusing on immersive learning, UI design, and web-based 3D integration.
- Developed 3 educational Unity games for the Olab project in WebGl platform.VR game for Oculus Quest 2 & 3
- Created 100+ 3D models with animation and rigging.Designed 45+ game UIs and SVG animations.

PROJECTS

- Last Leaf MR Project

A simple shooting Android game which works on Image processing functionality of Unity XR interaction toolkit.Helps to interact with virtual object using real life object detection method using mobile camera
- Shapes Zone

VR education game : Developed a VR game using Unity Engine to help students identify and understand 3D shapes and their real-world applications through interactive virtual experiences.
- Online 3D lab - Olab

Developed interactive 3D math simulation games for classes 1–5, enabling a hands-on and gamified learning experience for students

PUBLICATIONS

Introducing Interactive Elements To Mobile Virtual Reality: *Leveraging Smartphone Sensors For Immersive Experiences – 8th International Conference, IEEE.*

Unlocking Inclusive Interactive Experiences: *A Smartphone-Sensor-Driven Approach to Transform Passive VR – Bulletin for Technology and History, Volume 23, Issue 11, 2023 · Dec 4, 2023*

WORKSHOPS AND CERTIFICATIONS

1.Completed a 50-hour hands-on Augmented Reality and Virtual Reality (AR/VR) Workshop by APPY MONKEYS SOFTWARE PVT
2.Video Editing with Adobe Premiere Pro CC 2023 for Beginners

TECHNICAL SKILLS

Programming Languages: C++, C#. **Modeling Softwares:** Blender, ProBuilder.
Game Engines: Unity Engine, Godot, Vuforia. **UI/UX:** Figma, Canva, BoxySVG, Illustrator.
Graphic design: Adobe Photoshop , After Effects , Premiere Pro, Canva, Davinci Resolve.

ACHIEVEMENTS

Design Team Head 2023 – 2024
ACM India Student Chapter of PICT
- Led 50+ members in graphics designing and marketing.
- Conducted 10+ workshops with the team.
GameDevUthopia 2021 – 2024
- Actively involved in 3D model creation and level designing.