

# Kumar Mangalam Das

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Ambitious and dedicated software engineering student specializing in virtual reality, with a proactive mindset and passion for innovation. I am an adaptable and detail-oriented individual, consistently deliver high-quality work. I thrive in challenging environments.

## EDUCATION

BTech (2021-25)	12th Grade (2021)	10th Grade (2019)
Computer Science Engineering	Percentage – 92	Percentage – 90
CGPA – 7	Narayana Jr. College	Modern English School
JK Lakshmipat University Jaipur	Telangana State Board	CBSE Board

## PROJECTS AND EXPERIENCE

### Statistic Project on SDG

[Jan – Mar (2022)]

Collected and analyzed data on Goal-7, "Affordable and Clean Energy," predicting future trends for the next 10 years.

### LPG BookingSystem

[Jun – Jul (2022)]

Created a computer-based management system to deal with all LPG related issues like bookings, employees help, and LPG cylinder-related concerns everything under one app.

### Distance And Speed Measurement Device

[Nov – Dec (2022)]

Developed a device using Python, ultrasonic sensors, Arduino, and an LCD to measure the distance and speed of vehicles, displaying the data on-screen to enhance road safety. Collaborated with team members on the project.

### Cartoon City (in VR)

[Jan – Mar (2023)]

Designed a virtual environment in Unreal Engine featuring various cartoon characters and their homes, creating an immersive "cartoon fair" experience for children.

### GTA clone (in UNITY)

[Aug – Nov (2023)]

Developed a GTA-inspired game in Unity where players complete missions, protect the city from enemies, can pick up guns, drive cars, etc.

### Internship

[Apr – July (2023)]

Intern at Stanhaul Company, developed a 3D model of the Stanhaul store utilizing virtual reality technology, to showcase their product to costumers effectively and enhancing product visibility and user experience virtually using vr technology.

### Software Skills

Blender Unreal Engine Unity  
JAVA Linux (UBUNTU) Python  
C/C++ SQL CSS HTML  
Canva MS Office Autocad

### Area Of Interest

Virtual Reality  
Game Development  
Web Development  
Editing

### HOBBIES

Playing cricket  
Gyming  
Online Gaming  
Travelling

## CERTIFICATIONS

- Virtual Reality (Specialized) from University of London
- Game Design and Development with Unity 2020 from Michigan State University
- Unity and C# basics from Meta
- Computer Communications from University of Colorado System
- TCP/IP and Advanced Topics from University of Colorado System
- C for Everyone: Programming Fundamentals from University of California, Santa Cruz

## EXTRACURRICULAR ACTIVITIES

- Participated in annual sports event of university (Spardha) in the sports cricket. (Apr 2022)
- Participated in inter college tournament of cricket (Muqaabla) and became the runnerup. (Oct 2022)
- Participated in Rajasthan-IT dayhackathon in Virtual reality domain. (March 2023)
- Participated in inter college tournament of cricket (Muqaabla). (Oct 2022)