

PRUTHVIRAJ K P

+91 8296513094 | pruthvi2616@gmail.com

 [LinkedIn](#) |  [pruthvi2616](#)

CAREER OBJECTIVE

Curious and driven Computer Science undergraduate passionate about designing intuitive and impactful user experiences. Eager to apply technical knowledge with user-centered design principles to create simple, engaging, and accessible digital solutions. Enthusiastic about exploring XR, gamified systems, and emerging technologies while focusing on usability, interaction design, and continuous learning. Quick to adapt and motivated to contribute to innovative product development. Passionate about game development and extended realities, with active participation in hackathons and technical communities.

EXPERIENCE

- AXR Research Lab** April 2025 – July 2025
Intern as VR Developer GITAM University, Bengaluru
 - Developed an immersive VR-based CNC Lathe Simulation Training system using Unity and XR Interaction Toolkit and UI Toolkit in Oculus Meta Quest 2.
 - Authored a research paper titled "CNC Lathe Modeling and Training to Mitigate Hazard Using Digital Twin", accepted at ICNGCS 2025 (IEEE) Conference.
 - Worked closely with faculty researchers to align VR development with industrial training and hazard mitigation objectives.

EDUCATION

- Gandhi Institute of Technology and Management** 2022-present
Bachelor of Engineering, Computer Science Bengaluru
 - CGPA: 8.84
- Sri Gayatri P U College** 2020-2022
Pre-University Education Raichur
 - Grade: 80%
- Blessed Alphonsa School** 2019-2020
Secondary Education Shaktinagar
 - Grade: 90.08%

PROJECTS

- Real-time Weather App** March 2024 – April 2024
Tools: HTML, CSS, JavaScript, OpenWeatherMap API
 - Developed a responsive weather application that retrieves real-time global weather data via the OpenWeatherMap API. Implemented city-based search to display temperature, humidity, wind speed, and weather conditions.
 - Implemented city-based search to display temperature, humidity, wind speed, and weather conditions.
 - Designed an intuitive user interface with dynamic icons and conditional color changes for different weather states.
 - Focused on enhancing usability through responsive design and clear visual representation.
- FARM2MART – Farmer to Consumer E-Commerce Platform** Aug 2024 – Sep 2024
Tools: HTML, CSS, JavaScript, Firebase
 - Designed a web platform enabling farmers to list and sell products directly to consumers.
 - Implemented Firebase Authentication and Realtime Database for secure data handling.
 - Enabled real-time order tracking and intuitive product browsing.
 - Focused on reducing middlemen and enhancing farmer profit margins.
- VR CNC Lathe Machine Training Simulator** Feb 2025 – Present
Tools: Unity, C#, XR Interaction Toolkit, UI Toolkit
 - Designed an interactive VR module simulating CNC lathe machine operation for industrial training.
 - Enabled hands-on learning in a safe, controlled virtual environment to eliminate risk of injury.
 - Implemented tool mounting, job setup, and basic cutting simulation using Unity physics.
 - Integrated XR Interaction Toolkit for intuitive hand/controller-based interaction.
 - [\[Watch Demo\]](#)

• **VR Rehabilitation for Physical Therapy**

Dec 2024 – Present

Tools: Unity, C#, XR Interaction Toolkit, UI Toolkit

- Developed an immersive VR-based rehabilitation system targeting neck, shoulder, and back therapy.
- Integrated real-time feedback to guide user movements and enhance engagement.
- Designed gamified exercises to improve motivation and recovery outcomes.
- Conducted informal testing with peers for usability feedback and refinement.
- [\[Watch Demo\]](#)

• **Curve Guard – IoT-based Accident Prevention System**

Nov 2023

Tools: Arduino, Sensors (IR/Ultrasonic), Embedded C

- Developed a hardware-based system to detect vehicles on blind curves and warn oncoming traffic.
- Used IR sensors to detect vehicles and triggered alerts using LEDs and buzzers.
- Aimed at reducing road accidents in curved or low-visibility zones.

SKILLS

- **Programming Languages:** C#, C, C++, Java, Python, HTML, CSS, Javascript, SQL
- **Technical Skills:** Unity, Unreal, Frontend, DSA, Blender, AI - ML, Git, Github
- **Soft Skills:** Communication, Time Management, Problem Solving, Logical Thinking

INVOLVEMENT

- **National Service Scheme (NSS) Club** GITAM, Bengaluru
Member: Participated in community service and social welfare projects
- **Gitam Quiz Club (GQC)** GITAM, Bengaluru
Events Lead: Planned and executed multiple events, coordinated logistics, managed budgets, and led a team to ensure successful outcomes.

ACHIEVEMENTS

- **VIT Bhopal Health Hackathon** :finished Top 10/300 Teams [Certificate](#) 2025
- **Smart India Hackathon** :finished Top 40/160 Teams [Certificate](#) 2024
- **KPRIT HackXelerate'25 Hackathon** : [Certificate](#) 2025
- **SnapAR Workshop & Hackathon** : [Certificate](#) 2025

CERTIFICATIONS

- **VR Developer Intern in AXR Research Lab:** [Certificate](#)
- **C# Programming Fundamentals With Unity:** [Certificate](#)
- **AWS Academy Machine Learning Foundation:** [Certificate](#)
- **Artificial Intelligence - RINEX association with E-Cell IIT Bhubaneswar:** [Certificate](#)
- **AI- ML Virtual Internship - AICTE:** [Certificate](#)
- **Cyber Hygiene Practices- MeitY:** [Certificate](#)

ADDITIONAL INFORMATION

Languages: English (Professional), Kannada (Native), Hindi (Limited)

Interests: Problem Solving, Game & XR Development, Technology Exploration, Gaming, Sports, Travelling