

Parmeshwar

Software Engineer

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📍 Bengaluru, India

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🎓 EDUCATION

Bachelor of Technology in Metallurgical Engineering and Material Science, IIT Indore

Jul 2017 – Dec 2021 | Indore, India

- CGPA 6.57/10

📁 PROJECTS

Netflix Clone, React.js Project ✍

Jan 2022 – Feb 2022

- Worked on creating Netflix like UI
- Used Firebase as an authentication service
- Pulled movies related data from the TMDB database
- Made UI in React.js

Emergency Voice Alarm Communications(E-VAC) for Ambulance, Mern Stack Project ✍

Jun 2021 – Aug 2021

- One stop solution for emergency evacuation
- Created backend from scratch with authentication using node, express.
- Designed the database schema, normalized it, and used MongoDB for implementation.
- Used React.js library to create web UI to serve functionality.

🧠 SKILLS

Programming & Scripting: (C#, Kotlin, C++, Python, HTML, CSS, JavaScript),
Databases (MySQL, PostgreSQL, MongoDB),
Tools & Frameworks (Unity, LibGdx, Node.js, Express, React.js, numpy, pandas, Jupyter-notebook)

💼 PROFESSIONAL EXPERIENCE

Game Developer, GetMega ✍

Sep 2021 – present | Bengaluru, India

Common Code:-

- a. Implemented a library using cgo to use code (functions) within other languages like C, C++, Kotlin, and Java, C# can be used in go
- b. Wrote documentation for this.

libGDX:-

1. learned libGDX and developed a Ludo game from scratch.
2. Learnt MVC and Implemented in ludo game.
3. Design an AI bot for a ludo game using the MinMax algorithm. And Alpha-beta pruning.
4. Did AI bot testing for the ludo game and test if it is skill-based or luck-based.
5. Implemented MVC design in a Ludo game for the first time.
6. Iterations made:- flags, different board designs. winning data tests, unit tests for ludo game.

Unity:-

1. Learnt Unity from scratch
2. Learned 2D game development on unity and developed highBai game.
3. Learned 3D game development on unity and developed a RackUp game.
4. Developed TicTacToe on canvas in unity. Used component line vertices groups.
5. made the same animations using different methods like code, animator, and Interpolation.