

Parmeshwar Software Engineer

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📍 Bengaluru, India

Professional Experience

2021/09 – present
Bengaluru, India

Game Developer

GetMega [🔗](#)

- Developed Ludo
 - Developed frontend using libgdx
 - Designed and Developed an AI using Minimax algorithm with Alpha-Beta pruning
 - Iterated over AI and game design in an attempt to improve the winrate of bot to increase the skill component of ludo
 - Was able to achieve a game design where bot was able to have >60% winrate
- Developed multiple games using Unity3D, that third-party applications can integrate on their own platform
- Setup the pipeline to use C/C++ code in other languages used by games team (java, kotlin, golang) to remove code repetition

Projects

2022/01 – 2022/02

Netflix Clone [🔗](#)

React.js Project

- 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

2021/06 – 2021/08

Emergency Voice Alarm Communications(E-VAC) for Ambulance [🔗](#)

Mern Stack Project

- 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

Education

2017 – 2021
Indore, India

Bachelor of Technology

IIT Indore

Metallurgical Engineering and Material Science