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| **Email**: prashanth.sriki@gmail.com,  Mob: +91 7013721305, 8892632202. | |
| PRASHANTH B | |
| Objective | Seeking challenging positions, which will permit me to use and enhance my skills, in progressive and dynamic organization. |
| Experience | |  | | --- | | * **1 year** as GAME developer. * present : Working in **INFANT STUDIO**, Jp nagar, Bangalore * Good knowledge of unity 3d engine for mobile . * A solid understanding of Object-Oriented-Programming, analysis and design. * Knowledge with game physics, particle systems. * Decent level of knowledge in game Audio. * Knowledge of optimizing real-time 3D-graphics pipeline for mobile platforms. * Knowledge on 3D camera systems * Designed and developed tank mechanics and relevant upgrades. * Programmed and executed UI panels and their functionalities. * Worked on using textures, shaders, animation.. * Developed and maintained mobile game apps with Unity 3D engine. * Experience using version control. * Working on both client and internal projects | |
| Skill Set | **Scripting languages**  C-SHARP(C#)  **Version Controlling**  Bit Bucket  **Tools**  Visual Studio Code  **Other Packages**  FB Login, GMAIL Login.  **Other programming Languages**  C, Java.  **Platform**  Windows, LINUX. |
| Education | |  |  |  | | --- | --- | --- | | **Bachelor in Technology Tele Communication**  SJCIT chikaballapur, Karnataka. | 2011-2015 | 57% | | **PUC(12th)**  Narayana Junior College, tirupathi,  **High School**  Board of Secondary Examination Andhra Pradesh,  Puttaparthy, Anantapur. | 2009-2011  2000-2009 | 86%  77% | |
| Projects | **Previous Projects :**  I working as Software developer in this Organisation .  Technologies used: UNITY3D.  **HECTRONIC AR:**   * **Platform** :UNITY3D,C#,VUFORIA,AUGMENTED REALITY(MARKER) * **Requirement :** The main requirement of the project is smart fuel/refuel management solution. Hectronic meets the global and economic challenges with a diversified range of products and solutions. * Organization : Infant Studios. * Role : Front end and Back end Developer. * Team size : 2. * **Responsibility :** Working as a Back-End-Developer to Write the **C#** code for the requestedclient requirement and according to Models provided. Working with UNITY3D for front-end validation and Back-end Validation. To achieve smart fuel/refuel management solution I used animating the particles to show fuel flow along with the meter reading. * **Short Description**:smart fuel/refuel management solution. A perfect blend of Swiss precision coupied with German engineering promises reliability in this product.   **SOLAR SYSTEM : (the learning app)**   * **Platform** : UNITY3D,C#,VUFORIA,AUGMENTED REALITY(MARKER LESS) * **Requirement :** Visualization of solar system. Four tappable objects earth, 21 moon planet (jupiter) and sun and meteor belt. .Cross section of the planet – earth .Quiz of creating the solar eclipse and lunar eclipse.      * Organization : Infant Studios. * Role : Front end and Back end Developer. * Team size : 1 * **Responsibility :** Working as a Back-End-Developer to Write the C# code for the requestedclient requirement and according to details provided. To achieve this I used animation to show planets moving. * **Short Description**:This application achieves learning about solar system for school students   **YUFA POCKER :**   * **Platform** : UNITY3D,C#. * **Requirement :** Creating panels, login through gmail and facebook. * Organization : Infant Studios. * Role : Front end Developer. * Team size : 10. * **Responsibility :** Working as a Front-End-Developer to Write the C# code for the requestedclient requirement and according to details provided. To achieve this I used unity3d to creating UI and achieves fb login .   **-I also worked on some internal game projects** |
| Personal Details | Date of Birth : 16-06-1996  gender : Male.  Marital Status : Single  Languages known : English, Kannada, Telugu. |
| ADDRESS | Permanent Address: #26,hongasandra , **Bangalore**, **Karnataka**. |