

# Pravardh Phaniraj

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LinkedIn — GitHub — Fiverr

## Education

**GISMA University of Applied Sciences**, Potsdam  
BSc Software Engineering (2024 - 2027)

**JSS Private School**, Dubai

### Key Achievements:

- UAE Hackathon 2.0: Featured in the newspaper and won a cash prize of AED 5,000
- Murdoch University Hackathon: Second place winner for a 3D e-learning platform.
- National Cyber Olympiad: Ranked 1 at the school level, and 16 at the district level.
- Course on Unreal Engine: Released a course on FreeCodeCamp with over 110k+ views

## Certifications

- CompTIA Security+ (Aug 2022)
- Google IT Fundamentals (Sep 2021)
- Microsoft Azure AI Fundamentals (Oct 2021)
- ZTM Ethical Hacking Bootcamp (Aug 2021)

## Work Experience

**Freelance Game Developer**, Fiverr.com, Remote  
*Dec 2021 - Present*

- Garnered over 80+ five-star reviews for game development and tutoring services
- Provided valuable education to clients on Unity C# and Unreal Engine
- Assisted in identifying and resolving various common bugs encountered in video games

**Part-Time Unity Developer**, HeadGames.io, Remote  
*Aug 2022 - July 2023*

- Successfully helped develop 2 mobile games, namely Head Football and Head Fighter
- Programmed the multiplayer interface using Photon and C#
- Upgraded the UI by implementing contemporary GUI elements

**Contractual Unity Developer**, OneEightyOne, Dubai  
*Jan 2022 - Jun 2022*

- Interpreted light fixture data through code & relayed it to the 3D engine to simulate lighting
- Programmed in Unity to create and save new fixtures
- Utilized real-time lighting such as Global Illumination on Unity

## Projects

### **Mercenary: Android Platformer with PlayFab**

*Unity, C#*

- Created custom perceptive AI and Player state machines, with various actions segregated into states (Finite State Machine)
- A fully custom and flexible audio management system
- User authentication using PlayFab
- Purchases with Soft and Hard currencies, with delayed delivery timers
- Implemented a PlayFab Leaderboard and Score system
- Player data synchronization using PlayFab
- Server-side functions as anti-cheat protection
- Mobile optimization techniques

### **ClickMe: Android Hypercasual Game**

*Unity, C#*

- Hypercasual game, where the goal is to click on a target image within the time runs out
- Coded following strict SOLID principles, to ensure clean coding techniques and architecture
- Created a custom scene transition system, to enable smooth and animated screen transitions
- Unity Ads integration

## Skills

**Software:** Unity, Unreal Engine, Kali Linux

**Languages:** Python, C++, C#, Java, C

**Interpersonal Skills:** Responsible, Punctual, Team Leader, Verbal Communication, Passionate