



EDUCATION AND SCHOLASTIC ACHIEVEMENTS

Program	Institute	% / CGPA	Year
Dual Degree in Engineering Design	Indian Institute of Technology, Madras	8.41/10.0 CGPA	Currently studying 4th semester
Class XII (CBSE)	Air Force School Agra, UP	88.9 % Passed	2022
Class X (CBSE)	Air Force School Agra, UP	90% Passed	2019
<ul style="list-style-type: none"><li>Indian Olympiad Qualifier in Mathematics (IOQM) 2022 Qualifier.</li><li>JEE Mains Percentile : 98.99 %</li><li>JEE Advanced CRL : AIR GENERAL RANK: 5126</li></ul>			

PROJECTS EXPERIENCE

<b>CV Dental</b> (Project in WebOps and Blockchain Club)	<p><b>Worked on making a Web App for scanning patient's tooth and displaying by combining all images from different angles to make one panoramic image which shows a real image of each tooth</b></p> <p>We aim is to build a computer vision application which helps the dentist with their diagnosis using the X-Ray and intra-oral images taken. This uses a Twain driver to connect hardware (eg. Scanner) to our app. We need to combine all images from different angles to make one panoramic image which shows a real image of each tooth along with its corresponding X-Ray image. We also need to display a dental chart. As it is evident, one of the main obstacles here would be to store the different images of a patient in an optimal way.</p> <p>Skills Implemented: Vue Js, MongoDB, WebSockets</p> <p>Was showcased in CFI Open House 2024.</p> <p><a href="https://github.com/ProPrak01/CFI_WebOps_project">https://github.com/ProPrak01/CFI_WebOps_project</a></p>
<b>INTER IIT Tech Meet 12.0</b> (MINISTRY OF PANCHAYATI RAJ'S Drone Software Project Challenge )	<p><b>Village Development Plan Game Implementation: Creating a Simulated Environment for Collaborative Self-Sustained Village Development.</b></p> <p>The project aimed to create a simulated environment for collaborative village development through a game. It utilised GIS data to represent the area in 3D, simplifying visuals for buildings, streets, and water bodies. Mechanics included wallet-based resource management for asset development all done in Unity, with configurable costs for different facilities. Users could construct infrastructure and utilities, impacting their wallet. Intuitive interaction allowed for asset placement via click-and-drag, with wallet depletion upon completion. A scoring system tracked citizen morale and overall development progress, with clear visuals and in-game tutorials for user guidance.</p>
<b>INTER IIT Tech Meet 12.0</b> (IGDC GAME DEV Project Challenge)	<p>Designed and developed an entertaining Unity game where players assume the role of a pizza cutter, tasked with satisfying a giant baby's hunger. Set on a pizza-shaped floor adorned with toppings doubling as power-ups, players strategically navigate to fulfil the baby's cravings within a fixed number of moves. Leveraging Unity for game development and Blender for asset creation, the game features power-ups such as Chilly for speed boosts and Garlic for teleportation, facilitating pizza destruction while dodging obstacles like Black Olives and Pineapples. The playful visuals and intuitive gameplay provide an engaging user experience.</p> <p><a href="https://drive.google.com/drive/folders/16ldOn46EjnXq2DlewXrlaqqjxRZnmFi1?usp=sharing">https://drive.google.com/drive/folders/16ldOn46EjnXq2DlewXrlaqqjxRZnmFi1?usp=sharing</a></p>
<b>Break A Leg</b> (Multiplayer Game Showcased in Research conclave)	<p><b>"Break A Leg": A Thrilling Multiplayer Adventure of Body-Swapping Survival.</b></p> <p>"Break A Leg" is an enthralling multiplayer video game designed for both mobile and PC platforms. This captivating adventure revolves around the plight of two lifelong friends. In a desperate bid to evade the clutches of a nefarious scientist and his experiments, players must overcome challenges. The central mechanic of the game involves a device that causes the friends to swap control over each other's bodies, hence forcing them to complete each level through sheer determination, skill and coordination. Their ultimate mission is to navigate a foreboding mansion and discover a means to reverse this body swap.</p> <p><a href="https://github.com/ProPrak01/Envisage_BreakAleg.git">https://github.com/ProPrak01/Envisage_BreakAleg.git</a></p>
<b>FEM Software</b> (Finite element (FEM) software development	<p><b>FEM Software Development with RUST and CGAL Integration under Professor Sirkant Vedantam.</b></p> <p>Currently, I am engaged in a dynamic role under the supervision of Professor Sirkant Vedantam, contributing to the development of his Finite Element Method (FEM) software. This cutting-edge project harnesses the power of the RUST programming language and integrates the CGAL library of C++ for intricate computational geometry calculations. My responsibilities entail navigating a sizable codebase,</p>

under professor. Sirkanth Vedantam)	comprising over 10,000 lines of code, which is meticulously organised into modular components, facilitating a streamlined understanding of its architecture and functionalities.
Work Experiences	
Nirmaan's incubated Game Development Startup Company (Dec'2023-Feb'2024)	Leading Unity development efforts at a game development startup incubated in Nirmaan Incubation Cell - IIT Madras, specialising in Android game creation.
HUD Startup (Helping U Drive) (March 2024-current)	Working as intern in HUD linkedIn: <a href="https://www.linkedin.com/company/hud-helping-u-drive/?originalSubdomain=in">https://www.linkedin.com/company/hud-helping-u-drive/?originalSubdomain=in</a> Worked in the design and implementation of the Head's Up Display (HUD) technology, leveraging my skills in <b>React Native</b> development to create intuitive and user-friendly mobile application that seamlessly integrate with the helmet-mounted HUD system.
POSITIONS OF RESPONSIBILITY	
Assistant Content Creator IITM TV (Jan 2023 - Aug 2023)	In the role of Assistant content creator at IITM TV, I was responsible for producing visually captivating YouTube thumbnails, posters, and graphics, leveraging my expertise in Adobe Illustrator, Photoshop, Figma, and other design software to enhance the channel's online presence and engagement.
CFI Envisage Coordinator (August 2023 – Jan 2024)	Managed game development projects as a Coordinator at Envisage, overseeing the creation of diverse titles in Unity and asset creation in Blender, including Flappy Bird, 3D Shooter, Casual Mobile, 3D Endless Runner, and 2D Chess games, while also demonstrating leadership skills during Shaastra 2024.
CFI Webops & Blockchain (Project member) Oct 2023-current	Contributed as a project member in the development of a Web App aimed at scanning patients' teeth and synthesising panoramic images by combining multiple images from various angles, enabling a comprehensive real-time display of each tooth. Presented the project at the CFI Open House event.
Super Coordinator Insti WebOps	Selected as Supercoord for IIT Madras WebOps team, responsible for managing and enhancing the institute's digital infrastructure. Leveraging technical expertise and leadership skills to streamline website operations and drive innovative solutions. Committed to ensuring a seamless online experience for the institute's community.
EXTRA-CURRICULARS	
Inter Hostel Sports Schroeter	Represented Brahmaputra Hostel - IITM as a Basketball Team Player in the Inter Hostel Sports Schroeter.
Personal Mini Projects	
• Chess Game	Created A chess game in C- language. <a href="https://github.com/ProPrak01/Chess-Game.git">https://github.com/ProPrak01/Chess-Game.git</a>
Deployed Apps	<p>Video Calling App (Zoom clone)-&gt;<a href="https://vercel.com/proprak01s-projects/zoom-clone">https://vercel.com/proprak01s-projects/zoom-clone</a></p> <p>ChatApp Decentralised using Pears -&gt;<a href="https://github.com/ProPrak01/chat-app-pear/">https://github.com/ProPrak01/chat-app-pear/</a></p> <p>Weather App react-native: <a href="https://github.com/ProPrak01/Weather-App-mobile">https://github.com/ProPrak01/Weather-App-mobile</a></p> <p>Note Making : <a href="https://client-dun-eight.vercel.app/">https://client-dun-eight.vercel.app/</a></p> <p>Social Media App (MERN) : <a href="https://social-me-rho.vercel.app">https://social-me-rho.vercel.app</a></p> <p>News Appp (Front-End): (<a href="https://prakash-khabar.vercel.app/">https://prakash-khabar.vercel.app/</a>)</p>
AI VIDEO SHARING MOBILE APP (React-Native) Under development	Github Repo: <a href="https://github.com/ProPrak01/AI-Video-Shairing-Mobile-Platform">https://github.com/ProPrak01/AI-Video-Shairing-Mobile-Platform</a>

Unity Games Developed	<a href="https://drive.google.com/file/d/1Yu1eJ9Y9rKSyosTPZulF32-gueOj0wz0/view?usp=sharing">https://drive.google.com/file/d/1Yu1eJ9Y9rKSyosTPZulF32-gueOj0wz0/view?usp=sharing</a>
Software Skills	<b>Advanced</b> - *(Unity,C#,Godot ) ,(Node.js,React,Vue,Next.js, Express,PostgreSQL, Git) ,Rust, Java ,C++, Fusion 360; <b>Intermediate</b> -Google Docs, Slides, MS Excel ,Canva, Figma, Adobe Illustrator , Photoshop, AI Tools- ChatGPT, GenieAI.