

Prudhvi Raj Bhoga

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Skills

LANGUAGES

Java
C#
C++
Python
SQL
Swift 3

WEB-TECHNOLOGIES

HTML
CSS
JavaScript
PHP
Ajax
jQuery
Bootstrap

TOOLS

Git
Unity
Unreal Engine
XCode
Visual Studio
Android Studio
MATLAB
Photoshop

3D Modeling Tools

Blender
3ds Max
Maya
Marvelous Designer
Autocad

DATABASES

MySQL
Oracle
AWS
Firebase

Education

University of Dayton

Master of Science in Computer Science (GPA: 4.0/4.0)

Dayton, OH

Aug 2017 – May 2019

Coursework: Algorithm Design, Interactive Media, Computer Vision, Deep Learning, mixed Reality, Android Application Development, Natural Language Processing, Secure Application Development.

Employment

Graduate Research Assistant, IVDIA Lab

Dayton, OH

[C#, Unity, Kinect, Leap Motion, Oculus VR, Blender, 3ds Max]

Jan 2018 – Dec 2018

- Designed and Developed virtual environment and photorealistic humanoid characters using Blender & Manuel Bastioni LAB.
- Integrated Kinect, leap motion, Unity and Oculus VR to interact the humanoid characters with the virtual environment to help the kids with Autism disorder.
- Created animations for 3D characters using Blender, 3ds max and imported into unity for testing virtual environment.
- Received grant and awarded the innovative project of the year by the university of Dayton.

Associate Software Engineer, Accenture

Hyderabad, India

[Apex, Triggers, RESTful Services, SOQL, SOSL]

July 2016 - Aug 2017

- Created Custom objects to build new application functionality in the Salesforce.com.
- Worked on various Enhancements for the Sales Force Custom Application.
- Developed Visualforce pages using extension controller according to the client's requirement.
- Developed Apex Classes & Triggers to implement the business logic as per the requirements.
- Developed SOQL and SOSL queries to get data from different related objects.

Design Engineer Intern, REDDX Technologies

Chennai, India

[3ds Max, Solid works, AutoCAD, Ansys, KeyShot]

May 2015 - Aug 2015

- Developed a prototype of fabX 3D printer using 3ds Max and created animations showing the working of 3D Printer.
- Tested the performance of 3D printer by performing simulations using Ansys.
- Designed various 3d models in .STL, .fbx format for 3D printing testing.

Projects

Dungeon Escape

- Developed a 2D android mobile adventure game using C#, Unity, Visual Studio, Android Studio and Photoshop.
- Integrated real time ads using Unity Ads, Google Analytics using firebase SDK and linked to Big Query to query large data sets.

Image Classification - AR App

- Built a hybrid Augmented Reality mobile app which classifies the images based on the camera input using ImageNet dataset and its pretrained TensorFlow graph.
- Used Unity- ML agents to run the pretrained graph and integrated with Vuforia to get input from the mobile camera and written C# scripts to display result in text and speech format.

Custom Deep Learning Network

- Designed and developed a custom deep learning network like AlexNet from scratch using Tensorflow.js by extracting kNN, NN features and achieved accuracy of 40% in predicting the class names of Cat, Dog and Horse image data set.

Weather Application

- Developed an iOS application to track weather using open Weather API to access current weather data for any location across globe using Swift 3 and JSON.
- Built the application to retrieve weather data by city name, City Geographic Coordinates and Zip code.

Certifications

- 2D Mobile Game Development with Unity
- C# Unity Developer 3D
- Python Bootcamp