

# Prudhvi Raj Bhoga

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📍 Dayton, OH

in prudhvi-bhoga

## 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, Advance Programming and Data Structures, Interactive Media, Computer Vision, Deep Learning, Secure Application Development, Android 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.
- Written C# scripts to track human movements using Microsoft Kinect and leap motion.
- 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