

# Rahul Rao Gannamaneni

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## Education

### Mahindra University

ELECTRICAL AND ELECTRONICS ENGINEERING

- Bachelor's
- CGPA: 7.45/10

Hyderabad, India

Aug 2021 - May 2023 (Expected)

## Skills

**Languages** Java, Python, HTML, CSS, SCSS, Javascript, Bootstrap, React JS, C, C#,

**Softwares** Visual Studio Code, Git bash, Figma, Adobe XD, Unity, Unreal Engine, Blender

## Internship

### Nyghtify Frontend Developer Intern

FRONT-END WEBSITE THAT SHOWCASE'S THE FEATURES OF THERE APP

- Jun 2021 - Aug 2021
- Developed a responsive Website using HTML, CSS, Javascript, React for code and Figma as design technology to build responsive prototypes
- Designed and implemented a Website for free lance artist's social network as a part of nyghtify initiative. And it's main theme is to showcase their features and lets the user follow through their profiles.
- Received a return internship offer named as Front-end Developer on basis of my performance.

## Passion Projects

### Mandrid Game

FPS SHOOTING GAME

- Sep 2020
- Developed using C# in Unity
- 3D models and graphics are built using Blender
- Environmental details gathered from Sketch Fab
- The game main theme is to reach the end while attacking other NPC's characters who block the player from reaching the end
- Player loses health when touched by a NPC

### fancy Restaurant App Design

DESIGNING A TIME RESERVATION APP FOR A FANCY RESTAURANT

- Jun 2021
- Main theme of the design is to make easy navigation to book a table and making it user friendly
- Designed in Figma using Personas and research data on existing reservation apps
- Created Low-fidelity and High-fidelity prototypes to understand user experience
- Created test early concepts

## Course Work

- 1 **Data Structures algorithm,**
- 2 **Web Development,**
- 3 **Game Development,**
- 4 **Google UX design Proffesional certificate ,**