STEPHEN CHERLA

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EXPERIENCE

Game Developer

Virtual Reality based Talent Assessment Startup

- · Proactively involved in developing more than 12+ Projects
- Developing Talent based assessments and Virtual reality experiences using Unreal Engine, Godot Engine and Unity Engine for Desktop based virtual reality headsets, Mobiles (Android & iOS)
- Optimizing the games and porting them across multiple platforms and building out the templates for repetitive tasks for rapid prototyping and development
- Worked closely with psychology and data science teams to measure more than 15 psychometric traits through games
- Worked closely with integrating sensors data into the game and providing
 - the visual feedback to the users and in gamifying the assessment tests
- Proactively involved in measuring psychometric traits through the game to read the sensory, motor and cognitive abilities of the user with the help of psychology team
- Developing back-end architecture for games to collect data for psychometric assessments

Game Developer Intern

- Proactively involved in Integrating ANT+ sensors into game launcher and passing that data to game
- Worked on encryption and decryption integration into game launcher

Product Developer Intern

- Designed and developed a portal to create customized Augmented Reality solutions for marketing products with great ease
- Worked closely with about 10+ startups at CIE and understanding road maps of how startups work on scaling their business to next level
- Trained on the whole process of taking an idea to market, sustaining and generating satisfying revenue

Product Developer Intern

- Designed and developed and Automated car cover integrated with mobile where u get notified and can control it
- Designed feasible and sustainable mechanical design of car cover with industry experts

PROJECTS

WIT

Game programmer

 Package of 10+ mobile games each measuring a separate psychometric trait

AWARDS



Stood in top 5 teams among 70 teams at EXCITE 2016 for innovative product developed

- Best feasible and innovative business plan award at PalleSrujana
- Best architecture design award at Civil architecture models showdown
- Student of the year 2016

 @Sphoorthy Engineering College

LANGUAGES

English Proficient Proficient Native Advanced

EDUCATION

B.Tech Computer Science

Intermediate Education

Sri Chaitanya Jr College

TECHNOLOGIES

Game Development tools

Unreal Engine Unity GoDot Maya

Substance painter Blender Three.js

The Shield

Game Programmer

· Virtual reality game to measure 15 psychometric traits of the user

To name a few

Divided Attention, Alternative Attention, Reaction Time, Information Processing etc., developed for windows Mixed Reality using Unreal Engine 4

LoopFit

C# developer

- LoopFit pipes seemingly realistic terrains through Virtual reality headsets to provide a thrilling cycling experience. LoopFit works the body while simultaneously stimulating the mind
- Participants select their preferred terrain and cycle through visually impressive environments until they've pushed their body to the max
- Its an indoor cycling experience simulating the virtual worlds providing fitness to the user
- Features include: Environment Selection, Selecting time of the day, Multiplayer mode, Ghost Ride, Solo Ride, Gear Mechanism to simulate ups and downs inside the Virtual reality World with the Hardware, Integrated with various sensors that are available in the market like Garmin Heart Rate, Cadence, Speed Sensor

Eye Tests in Virtual Reality

Game Developer

- Successfully recreated six eye screening test for Standalone OculusGO Virtual Reality Headset
- Eye Test are Color Blindness Test, Near Vision Test, Landolt C Test, Contrast Test, HVF Test, Light Adaption Test

360 Videos using Unreal Engine 4

Game Developer

- Captured 360 video of a virtual world with high quality from 360 images
- Extracted 360 monoscopic images at 4K using NVIDIA Ansel Plugin at every frame in UE4 and then importing the images into Adobe Premiere pro as an image sequence and then composed a 360 video at 4K Resolution

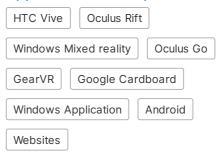
A Web tool to visualize Player traversed path in Virtual Reality Environment

Three.is Developer

- A tool designed for the web to visualize the path traveled by the user in the Virtual Reality
- When user played the game their data will be collected and a player path is

drawn on the web for visual tracking of the user remotely

Applications Developed for



Programming Languages



Scripting Languages



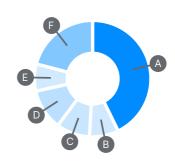
Designing Tools

Adobe Illustrator Photoshop

Mobile Development tools

Android Studio React native

MY TIME



- A Game Development
- B R'n'D Activity
- Open Source Contribution & Volunteering
- Gaming
- Watching Anime / Playing Guitar
- Spending time with loved ones

Car Cover-up

Team Lead

- Car cover-up is an automated car cover which is integrated with smart sensors which keep live track of cars temperature and notifies user on his android device when ever it's raining or is exceeding threshold temperature limit
- User can operate Cover-up to cover/uncover from his android device
- It also notifies when there is a threat of theft or when someone is trying to uncover it forcefully

Smart Promo

- Smart promo is a web portal designed to enable users to create their own customized augmented reality experiences with great ease
- Users need not have any knowledge of game engine or programming, they need to choose a template and change the video/3D content, target image and build the application

Archy Books

Team Lead

- Archy books is Augmented reality powered educational app for kids where they scan various images in book and see the magical interaction happening around those images
- It has wide variety of collection like basic geometrical shapes and colors, animals, 4 seasons, historical monuments etc



PASSIONS





