Aniruddha Prithul

CONTACT

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EDUCATION

BSc in Computer Science and Engineering — Jul 2012 - Feb 2017

Khulna University

CGPA of 3.50 / 4.00

OBJECTIVE

Being a video game enthusiast, I am passionate about all aspects that make a video game work.
Rendering and narrative are the two that excite me most about video games. I am also interested in HCI. In fact my undergraduate thesis was on HCI. I am always looking for opportunities to work on these areas.

WORK EXPERIENCE

Mindfisher Games — July 2017 - Present

Game Designer and Developer

Onnorokom Soft — December 2015 - January 2016

Intern

Freelancer.com — July 2015 - February 2016

Freelance Game Developer

ACHIEVEMENTS

- Winner of Grameenphone Game Jam 2017
- Winner (as Team Leader) of EATL-Prothom Alo Apps Contest 2015
- 1st position in project show, Khulna University CSE Fest, 2015
- Undergraduate scholarship for academic performance
- ACM-ICPC 2014 regional finalist
- 4th position in android training workshop conducted by Ministry of ICT
- Secondary School Scholarship
- Primary School Scholarship

SKILLS

- **Languages** :C, C++, C#, Java, Python, PHP, Javascript, HTML, CSS
- **Databases** **:** MySql, Sql Server
- **Frameworks :** Android SDK, Laravel, Unity Engine, SDL, LibGDX, OpenGL, OpenCV
- **Tools** **:** Visual Studio, Eclipse, Android Studio, Code:Blocks, Git, Trello, Linux shell

INTERESTS

- Game Design
- Game Development
- Procedural Content Generation
- Computer Graphics
- HCI

THESIS

Title:
Design and Development of an Image Analysis Based Interaction Controller for Mobile VR Edutainment Application

Description:
We made an interaction controller that can be used with mobile VR devices. The user holds the controller in his hand. The controller's position and movement is captured with a regular webcam. This captured image is then analysed and the position of the controller in the virtual reality world is determined from it. This information is then sent wireless to the VR mobile device. The mobile device updates it's representation of the VR world accordingly. The player can thus see his hands movement translate in the VR world. The system is completely image based and there is no wired or wireless connection with the controller. Thus it is completely platform agnostic.

REFERENCES

•Dr. Kamrul HasanTalukder

Professor, Khulna University, Bangladesh Head of CSE Discipline

Email address: khtalukder@gmail.com

•Kazi MasudulAlam

Assistant Professor, Khulna University, Bangladesh Thesis Supervisor

Email address: kmalam29bd@yahoo.com