

Shree Kesava Narayan Prasanna

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EDUCATION

B.S. IN COMPUTER SCIENCE | UNIVERSITY OF CALIFORNIA – LOS ANGELES (UCLA) | 2017 – 2021

- GPA: 4.000

CHETTINAD VIDYASHRAM (HIGH SCHOOL), CHENNAI, INDIA | 2013 - 2017

- 12th Grade CBSE Final Exam: 96%
- 10th Grade: CGPA 10

AP Exams: Computer Science A: 5; Physics Mechanics: 5; Physics E&M: 5; Calculus BC: 5; Chemistry: 5;

SOFTWARE EXPERIENCE

GAME DEV USING UNITY | ASSOCIATION FOR COMPUTING MACHINERY (ACM) | PRESENT

- Familiarity with creating maps, player scripts, power-ups and other gaming concepts for 3D & 2D games.
- Created VR game for Google Cardboard.

MACHINE LEARNING WITH TENSORFLOW | ACM | OCTOBER-DECEMBER 2017

- Experience with using Linear Regression and Neural Networks for data prediction and classification.

PARTICIPATED IN THE USC & UCLA SKILLSWAP GAME JAM | MEGA | NOVEMBER 2017

- Coder in a team of 5; Created a horror game called Energiii using Unity;
- Game available at: <https://smudge12.itch.io/energiii>

CREATED GAME: BIRD JUMP

- 12th grade CS Final Project in C++; Concepts implemented: Pointers, OOP, File I/O, Graphics
- Must control a 2D bird that moves vertically to evade the obstacles coming at you
- Code available on GitHub: <https://tinyurl.com/BirdJump>

MENTOR | DATA SCIENCE FOR INDIA | JUNE – SEPTEMBER 2017

- Volunteered for “Data Science for India”; instructed using Python on Anaconda
- Taught 30 high-schoolers Linear Regression, plotting graphs, probability and statistics

CS50 CODING CONTEST | HARVARD | JULY 2016

- Ranked 17 among the 659 teams in the CS50 Coding Contest.

CS50: INTRODUCTION TO COMPUTER SCIENCE | HARVARD | DECEMBER 2015

- Harvard online intro course via edx.org
- Course included C, HTML5, PHP, JavaScript, SQL

OBJECT ORIENTED PROGRAMMING USING C++ | NIIT | JUNE 2013

- Completed course offered by NIIT, with an “Excellent” (highest distinction) on the final course exam.

LANGUAGES

- C++, Java, C# (in Unity), Python, HTML, PHP, JavaScript, CSS