Shree Kesava Narayan Prasanna

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GitHub: *https://github.com/keshpr*

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 GPA: 10/10

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), UCLA | PRESENT

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

MACHINE LEARNING WITH TENSORFLOW | ACM, UCLA | PRESENT

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

HACK ON THE HILL (HACKATHON): 2ND PLACE | ACM, UCLA | FEBRUARY 17, 2018

- Made GottaGo! (video game) using Unity during hackathon at UCLA
- Worked in a team of two; made most of the game mechanic, from player movement to procedural generation
- Link to playable game: *https://featherbabystudios.com/gottago.html*

CREATED A VIDEO GAME FOR MOBILE (iOS)| GLOBAL GAME JAM | JANUARY 26 – 28, 2018

- Created AIRunner using Unity; collaborated in a two-man team
- Handled game elements like enemy movement, boss battles, health system, player interaction, etc.
- Code and Assets available at: *https://github.com/keshpr/AIRunner*

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

. Coder in a team of 5; Created a horror game called Energiii using Unity;

. Game available at: *https://smudge12.itch.io/energiii*

MENTOR | DATA SCIENCE FOR INDIA | JUNE – SEPTEMBER 2017

- Volunteered for "Data Science for India"; instructed using Python
- 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.

PROGRAMMING PROJECTS AT UCLA

- Made a Substitution Cipher Decoder using C++. Implemented resizable open hash table, translator, tokenizer, etc.
- Made a video game (NachenBlaster) using C++.
- Modified single-threaded ray tracing algorithm to implement multi-threading, significantly improving speed.
- Code for projects available on GitHub: *https://github.com/keshpr*

LANGUAGES

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