PRANAY KOTHAPALLI

MULTIDISCIPLINARY DEV

EXPERIENCE

2013- present

Zen Technologies

Intern

I played a role of graphics programmer, my responsibilities included studying legacy code , getting around graphic libraries like OGRE3D.

2013 July- 2013 October

Junior Software Developer

My responsibilities included maintaining and developing the AI-behavior-states/Particle Physics modules for the projects Armored Combat Traninig Simulator(ACTS) & Infantry Weapons Traning Simulator(IWTS).

2013 October- 2014 April

Freelancing

Game Developer

Developed games in Unity3D/GM:S/Phaser.JS for various clients from games varying from top-down shooter(SparallaX), infinite runner, shoot-em-up style based(Super Clone Box-available on GitHub).

2014 April -2014 August

Web/App Developer

Developed various Android apps -
Distractifi - app for aiding insomnia /improve concentration
Developed and designed landing pages for an NGO.

2014- Present

SOCIAL

in.linkedin.com/in/PRANAYKOTHAPALLI

github.com/kotAPI

CONTACT

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Hyderabad -500009

EDUCATION

Schooling
Pallavi Model School
Secunderabad
2007

Intermediate
Sri Chaitanya
M.P.C
Secunderabad
2009

Bachelors in Technology
Geethanjali College of Engg. & Tech (JNTU)
Information Technology
Hyderabad
2009-2013

Other mentions
I love enrolling in various MOOC courses from time to time,
I regularly follow lectures on MIT-OCW, Harvard's CS-50 ..etc.
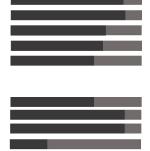
THIS SECTION IS SUBJECT TO CHANGE

SKILLS

Current

HTML
CSS(3)
javascript
node.js
git
ZURB foundation

Prior Experience
python
C
C++
Java

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I'm a CS enthusiast who loves solving problems through code. My interests include Artificial Inteligence/ Computer Vision/Computer Graphics and UI/UX developement. I'd love to join a team filled with great programmers who I can work and grow along with.

I'd also love it if you had a look at my online portfolio

kotapi.github.io/portfolio