P. Pradyumn Kumar

Game Developer

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Education

B.Tech (CSE)
ABV-IIITM Gwalior | Expected May 2021 | CGPA: 8.09/10
Class XII
Sri Chaitanya Juior Kalasala, Hyderabad (TS) | May 2017 | 96 %
Class X
Sri Chaitanya School, Hyderabad (TS) | May 2015 | CGPA: 9.7/10

Skills

Languages: C/C++, Python3, C#.
Software/Tools : Unity3D, LaTeX, Adobe Photoshop, MS Office, MS Visual Studio.
Scripting : HTML, CSS, JavaScript.
General : Object Oriented Programming, Game Design, Algorithm, Data Structures.
Familiar: Computer Graphics, MATLAB, Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro, Maya.

Extra-Curricular

Marketing team @ Infotsav'19
- Was responsible for gathering sponsors for the fest.
Event Executive and Designing Team @ Aurora'18
- Executed two events: Hack2Connect and Flash-mob.
-Was responsible for creating refreshing designs for the fest.
Designing Team @ MOM2k18
-Created new designs with a team of 12 members for the fest.

Experience:

May-Jul'19	**Research Intern**	ABV-IIITM, Gwalior

Developed a IoT based web portal with the help of **NodeMCU** and **RFID** technology by working in a team of 2.
Achieved base level security for the portal using MD5 hashing algorithm in the database.

Projects:

Since Jan'20 **A Tile Game:**
Developing a platformer game with basic game play such as movement, jump, death, shoot and victory.
Technology used: **Unity3D, C#**

Nov-Jan'20 **Course Projects: Box Shooter, Roller Madness, Twin Memories, Super-Sparty:**
Developed two-level games (Box Shooter and Roller Madness) for the fulfillment of course of 'Introduction to Game Development.'
Developed a roller-ball game and an FPS game with the help of tutorials and made a new level for each.
Developed a RPG-prototype using the assets from 'DevAssets' for the fulfillment of the course 'Principles of Game Design.'
Developed a platformer game for the fulfillment of course "Game Development for Modern Platform."
Used Technology: **Unity3D, C#**

Aug-Sep'19 **Galaxy Shooter:**
A 2-D spaceship shooter game.
Developed the game in **Unity3D** with the help of random tutorials on YouTube and assets from opengameart.org.

May-Jul'19 **Research Project: A Smart College ID Card using NodeMCU and RFID Reader:**
Implemented a working model for scanning the student ID card using a **MFRC522 RFID reader**.
Upon login, the student can access various functions to use within the institute.
Used Technology: **HTML, CSS, PHP, Arduino, Cryptography.**

Feb'19 **Academic Project: TicTacToe:**
Developed a 2-player game of TicTacToe with a GUI.
Used Technology: **Python 3, Tkinter**

Leadership and awards:

Since Aug'19	**Public Relations and Senior Executive**	Student Council

Responsible to serve as a communication between the students and coucnil members.
Responsible for managing a group of junior executives.

Feb'19	**2nd Runner Up**	Hackin'City-Infotsav'19

Developed an app which predicts the growth and yield of an crop under strict conditions.

April'18	**Winner-Short Story**	Uthaan IIITM

Written a short story in 20 words.

Septz'17	**Winner-Pictionary**	Uthaan IIITM

Won a game of picture charades in a group of 5.

March'17	**Zonal Bronze Medallist**	SOF-International Mathematics Olympiad

Soft skills:

Languages: English, Hindi, Telugu.
Traits: Punctual, organized, optimistic, efficient, curious.
Hobbies: Gaming, sketching, creative writing.