PRAJYOT GORLEWAR

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EDUCATION

Shri Ramdeobaba College of Engineering and Management **2022-2026**
Bachelor of Technology (Computer Science and Engineering with a Specialization in Data Science) CGPA: 8.85 (up to V Sem)
School of Scholars (Nagpur) **2021-2022**
Higher Secondary Education Grade: 78.80 %
Swarnleela International School **2019-2020**
Secondary Education Grade: 96.20 %

SKILL SUMMARY

- **Languages:** C, C#, C++, Java, Python, HTML, CSS
- **Databases/OS:** Firebase Realtime Database, Windows, Linux
- **Game Development:** Unity (2D & 3D), Game Programming, AI & NavMesh, Physics, UI, Animations, Cinemachine, Environment Design, Particle System, Optimization, 3D Modelling
- **Frameworks/Tools:** Unity, Blender, Figma, Github, Android Studio, VS Code, IntelliJ IDEA, PowerBI
- **Soft Skills:** Critical Thinking, Problem-Solving, Effective Communication Skills

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PROJECTS

CAMPUSNAV | LINK

- Collaborating on the development of CampusNav in Unity, a no-GPS navigation system utilizing NavMesh for pathfinding and a 3D AI-driven avatar to navigate the virtual campus model.
- Engineered an interactive navigation module, enabling users to select their current location and destination, with the 3D avatar autonomously traversing the digital campus.
- Constructed and integrated a 3D campus model using Blender and Unity, implementing walking animations and Cinemachine for seamless camera tracking.
- Implemented real-time faculty tracking using Firebase Realtime Database, enabling students to access live faculty location updates.
- Integrated n8n workflow automation, facilitating instant student-faculty communication and enabling background notifications for real-time updates.
- Added an open-world exploration feature, enabling users to freely navigate the virtual campus with a joystick, similar to an open-world game.

WAR WHEELS: DEATH ROLL | LINK

- Integrated NavMesh and AI Agents for enemy movement, enabling them to autonomously navigate the terrain and attack the player by shooting projectiles.
- Implemented Unity's Particle System for player and enemy bullets, featuring realistic muzzle flashes, impact effects, and explosions to enhance visual feedback.
- Created a C#-based player controller with smooth movement, aiming, and shooting mechanics, utilizing rigidbody physics for realistic interactions.
- Modelled all 3D assets in Blender, including player characters, enemies, houses, and environment objects, optimizing meshes for performance and seamless Unity integration.
- Developed multiple playable characters with unique stats and abilities, offering gameplay variety and strategic decision-making.
- Built an interactive UI using Canvas, incorporating an EventSystem for handling player inputs and interactions, ensuring a smooth user experience.

WORK EXPERIENCE

ADM Education and Welfare Society **June 2024**

- Worked as a UI/UX Intern for one month, contributing to app and web design projects using Figma.
- Designed intuitive UI elements, banners, and a complete website for the organization, ensuring a seamless user experience.
- Developed a full app UI, including a Zomato clone, and collaborated on a Smart Healthcare App prototype, covering user research, competitive analysis, wireframing, and prototyping.
- Recognized as Star Intern of the Week in the third week for exceptional performance in UI/UX design and teamwork on the *Smart Healthcare App* project.

CERTIFICATES

- C# Programming for Unity Games (University of Colorado) **CERTIFICATE**
- Data Science Tool (IBM) **CERTIFICATE**
- HTML, CSS, and JavaScript for Web Development (Johns Hopkins University) **CERTIFICATE**

EXTRACURRICULAR

- Competed in Smart India Hackathon 2023 and was selected for the college-level round. **September 2023**
- Participated in and completed the Tutedude UI/UX Hackathon. **June 2024**
- Contributed to the NASA Space Apps Challenge and was shortlisted for the Grand Finale. **September 2024**