



Pranav V Pradeep

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Bangalore, India

PORTFOLIO

<https://pranavomi.itch.io/portfolio>

EDUCATION

2021

Master of Computer Applications
Mahatma Gandhi University
Kerala, India

2013

Bachelor of Science, Mathematics
Mahatma Gandhi University
Kerala, India

SKILLS

Programming Languages

C#, C++, Three.js

Game Engines

Unity3D, Unreal engine

XR Tools

Steam VR, Oculus VR, MRTK, AR Core,
ARKit, ARFoundation, Vuforia

Multimedia Design

Adobe Photoshop, Adobe XD,
Photopea, Blender

Source Control

Git, Unity Collab

Microsoft Tools

Microsoft Office, Teams, Outlook, Excel

LANGUAGES

Malayalam : First Language

English : C2

Proficient

Hindi : B1

Intermediate

SUMMARY

Detail-orientated Unity Developer with over 6 years of industry experience, adept at making critical decisions, managing deadlines, and conducting team reviews. With expertise in analysis and quantitative problem-solving skills, dedicated to company growth and improvements.

EXPERIENCE

03/2022 - Current

Senior Engineer VR/AR

TATA ELXSI | Bangalore, India

- Project Lead of Tata ELXSI's Metaverse Project - Multiplayer PC / VR.
- Developed a number of Virtual Reality Proof-of-Concepts for Oculus Quest.
- Explored and Integrated Web 3.0 capabilities in Unity using Moralis SDK.
- Developed Multiplayer solutions using Photon Network (PUN2).
- Task allocation and supervised completion of project tasks and daily duties.
- Authored code fixes and enhancements for inclusion in future code releases and patches.
- Participated in team-building activities to enhance working relationships.
- Contributed ideas and suggestions in team meetings and delivered updates on deadlines, designs and enhancements.
- Prepared project proposals, case studies, estimations and other reports.
- Awarded The Rising Star award for Exemplary Contribution.

01/2022 – 03/2022

Senior Software Engineer

TILTLABS | Trivandrum, India

- Lead Developer for several XR Reality Apps & Simulators.
- Worked closely with designers & artists to discuss Game ideas and specs.
- Worked with project managers, developers, quality assurance and customers to resolve technical issues.
- Researched emerging Extended Reality technologies using Unity & devices along with it.
- Pre-tested games, completed code reviews, managed documentation and performed other tasks as assigned.
- Trained and mentored junior developers and engineers, teaching skills in Unity and working to improve overall team performance.
- Estimated work hours and tracked progress using Scrum methodology.

07/2018 – 12/2021

Game Developer

TILTLABS | Trivandrum, India

- Created 2D, 3D Mobile Apps and Games (iOS & Android) based upon design ideas.
- Developed Extended Reality Games & Apps for HTC VIVE, Oculus, Mobile & Hololens.
- Experience in using HTTP/REST APIs to communicate with backend server.
- Wrote clean, clear and well-tested code for various projects.
- Experienced in Unity Editor scripting & extending editor tools.
- Learned new skills and applied to daily tasks to improve efficiency and productivity.
- Awarded Employee of the Month for completing all projects within budget and in a timely manner.

07/2016 – 07/2018

Operations Executive

Core Integra Consulting Services PVT LTD | Mumbai, India

Deputed at Client - iON Project, Tata Consultancy Services, Kochi

- The project involved interacting with Clients, Consultants, Government & Private agencies.
- Prepared project Management reports (Manpower, Inventory, Cost, & Training).
- IT Administration & Network setup as per Customer requirements.
- Point of contact for Asset management

NOTABLE WORKS

Mobile Games & Apps

- Wall Challenge
<https://play.google.com/store/apps/details?id=com.tiltlabs.wallchallenge>
- AYA & PETE.PLAY.LEARN.EXPLORE
<https://play.google.com/store/apps/details?id=com.ashima.ayaandpetegame>
- Lifology AR
<https://play.google.com/store/apps/details?id=com.lifology.lifology>
- Buggies Menace
<https://play.google.com/store/apps/details?id=com.tiltlabs.buggiesmenace2>
- SlipStream (iOS & Android)
<https://play.google.com/store/apps/details?id=com.TiltStudio.SlipStream>

VR Games

- Down to Earth - <https://vimeo.com/369549445>
- Supershot - <https://vimeo.com/369555709>
- Archery VR - <https://vimeo.com/468869694>
- Cricket VR - <https://vimeo.com/368030679>

AR Projects (iOS & Android)

- AR Jet Engine - <https://vimeo.com/368262732s>
- AR Car Visualization - <https://vimeo.com/368262854>
- AR Automobile Visualization - <https://vimeo.com/368039113>
- AR Character Animation - <https://vimeo.com/460518793>

Mixed Reality Projects (Hololens)

- Human Anatomy MR - <https://vimeo.com/522644836>
- Automobile Visualizatio - <https://vimeo.com/528778610>
- Building Visualization - <https://vimeo.com/386899598>

VR Projects

- VR PPE Selection Scenario - <https://vimeo.com/514277658>
- VR Engine Assembly - <https://vimeo.com/562713191>
- VR Interior Visualization - <https://vimeo.com/539525597>
- Furnace Operation | VR Simulation - <https://vimeo.com/500499497>

CERTIFICATIONS

- **Microsoft Technical Associate: Software Development Fundamentals**
Issuing Authority – Microsoft | 11/03/2015
<https://pranavomi.github.io/PHub/MTACertification.pdf>
- **Unreal Engine 4 (Blueprints)**
Issuing Authority – Udemy | 26/07/2020
<https://www.udemy.com/certificate/UC-6d9889ac-c50f-4d1b-9bff-e8ad9062ca4c/>
- **Unreal Engine C++ Developer**
Issuing Authority – Udemy | 11/11/2021
<https://www.udemy.com/certificate/UC-9828340e-2fa1-4744-ade7-3cfc803ecd4/>
- **Complete C# Masterclass**
Issuing Authority – Udemy | 25/09/2021
<https://www.udemy.com/certificate/UC-969982a3-3d53-41d1-bbe4-6a9bb190f491/>