



Pranav Vrindavan Pradeep

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https://pranavomi.github.io/PHub/ | Pfaffenhofen a.d.Ilm, Germany

EDUCATION

Master of Computer Applications

Mahatma Gandhi University | 2021
Kerala, India

Bachelor of Science, Mathematics

Mahatma Gandhi University | 2013
Kerala, India

SKILLS

Programming Languages

C#, C++, Python, JavaScript

Game Engines

Unity3D, Unreal, Omniverse

XR Technologies

OpenXR, WebXR, SteamVR, Oculus SDK, MRTK, ARCore, ARKit

Multimedia Tools

Adobe Photoshop, Adobe XD, Blender

LANGUAGES

English: C2

Fluent

German: A1

Basic

CERTIFICATIONS

Develop, Customize and Publish in Omniverse with Extensions

NVIDIA | 2024
<https://learn.nvidia.com/certificates?id=0dRlbQKITSCFfuZdpbBGLw>

Microsoft Technical Associate: Software Development Fundamentals

Microsoft | 2015
<https://pranavomi.github.io/PHub/MTACertification.pdf>

Unreal Engine (Blueprints)

Udemy | 2020
<https://www.udemy.com/certificate/UC-6d9889ac-c50f-4d1b-9bff-e8ad9062ca4c/>

Complete C# Masterclass

Udemy | 2021
<https://www.udemy.com/certificate/UC-969982a3-3d53-41d1-bbe4-6a9bb190f491/>

PROFILE SUMMARY

Innovative and detail-oriented XR Developer with over six years of experience specializing in AR/VR application development and Digital Twin solutions. Adept at solving complex challenges and delivering high-performance, immersive solutions. Proficient in C#, C++, Unity3D, and Unreal Engine, with a strong background in 3D interaction and AR visualization. Experienced in delivering tailored XR applications for the aviation sector.

WORK EXPERIENCE

Eng Digitization & PLM Senior Analyst

umlaut Engineering GmbH - Part of Accenture | Munich, Germany
April 2023 – Current

- Designed and implemented cross-platform LAN multiplayer systems in Unreal Engine.
- Developed AR/VR applications tailored to gaming and enterprise needs using OpenXR, WebXR.
- Built XR and Digital Twin applications for aviation clients.
- Created optimized 3D models and assets using Blender for immersive applications.
- Streamlined GPU profiling processes to enhance performance and responsiveness.
- Evaluated emerging XR hardware and developed prototypes to assess feasibility.
- Collaborated on multimedia projects involving touch interfaces.

Senior Engineer VR/AR

TATA ELXSI Limited | Bangalore, India
March 2022 – March 2023

- Led Tata ELXSI's Metaverse Project (Multiplayer PC/VR).
- Created several Oculus Quest virtual reality proof-of-concepts.
- Supervised execution of project tasks and daily responsibilities.
- Authored code fixes and upgrades for future patches and releases.
- Optimized Unity-based AR/VR applications to enhance performance and usability.
- Received the Rising Star Award for Outstanding Contribution.

Senior Software Engineer

TILT LABS | Trivandrum, India
January 2022 – March 2022

- Lead developer for several XR Simulators and Apps.
- Worked extensively to develop game concepts and specifications with designers and artists.
- Resolved technical problems in collaboration with developers, project managers, QA team, and clients.
- Pre-tested games, completed code reviews, managed documentation and performed other tasks as assigned.
- Trained and mentored junior developers and engineers.

Unity Developer

TILT LABS | Trivandrum, India
July 2018 – December 2021

- Collaborated with team to design and develop 2D and 3D games using Unity and C#.
- Delivered AR/VR solutions utilizing C# and UWP to ensure cross-platform compatibility and seamless user experiences.
- A working knowledge of backend server communication via HTTP/REST APIs.
- Ensured efficient handling of file I/O processes for asset management and DB communication.
- Implemented game mechanics, UI, and interactive environments to enhance player experience.
- Demonstrated proficiency in multithreading and concurrency to optimize game performance and responsiveness.
- Received the Best Employee Award and the Certificate of Appreciation for Exemplary Contribution (2019 and 2020).