Pranav Vrindavan Pradeep

+4915510911250 | ping2pranav@gmail.com | www.linkedin.com/in/pranavvpradeep
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

LANGUGAGES

English: C2

Fluent

German: A1

Basic

CERTIFICATIONS

Develop, Customize and Publish in Omniverse with Extensions
NVIDIA | 2024
https://learn.nvidia.com/certificates?id=0dRIbQKIT
SCFfuZdpbBGLw

Microsoft Technical Associate: Software Development Fundamentals
Microsoft | 2015
https://pranavomi.github.io/PHub/MTACertificatio
n.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

TILTLABS | 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

TILTLABS | 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).