PRAVIN POUDEL

Personal Data

Place and Date of Birth:	Kopawa, Kapilvastu, Nepal | 10th Feb 1994
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SUMMARY

3 years experienced and result-oriented **Fullstack WebVR** developer skilled in structuring, developing & implementing VR/AR (WebGL) on Web. A love for Virtual Reality, Robotics, Computer Vision and web push me every day to grow high research interest in Computer Graphics, Image Processing, and Machine Learning.

Work Experience

FEB 2016 - DEC 2018

WebVR Developer
Paracosma Nepal Pvt. Ltd , Kathmandu
WebVR developer responsible for V.R compatible 3D model & 360-degree media integration, rendering, designing, development, and R&D works.

April - Oct 2017

Web Developer (part time)
Naxa Pvt. Ltd.
Front end designer and development role for UNOPS's web app project "FIELDSIGHT". My responsibilities were to make things look good and develop web apps.

Education

2012-2016 Bachelor's Degree in Electronics and Communication Engineering
Pulchowk Campus , I.O.E
Tribhuvan University , Lalitpur, Nepal

Technical Skills

Programming Technologies :

C, C++, Python, OpenGL, OpenCV (Image Processing Library)

Robotics :

AVR, Arduino, Raspberry pi, Circuit Design

Programming Technologies, WebVR :

WEBGL/three.js (JS 3D library), Javascript/Jquery, React JS

Selected WebVR Projects

Madison Mountaineering TV (360 degree media content website)
360.madisonmountaineering.com/
This is 360-degree media content VR compatible website where user can upload and watch 360-degree media contents.

Role: WebVR and Full-stack Developer

3D Model player
model player

This project is the result of R&D on 3D model integration and efficient rendering in Web that could be used for creating customizable Virtual Reality. The project was basically to understand more about the 3D model programmatically and perform native operations on it.

Role: WebGL Developer

Selected Undergraduate Projects

Automatic Agriculture Robot
The project was an autonomous four Wheel Power drive robot build to spray pesticide to the agricultural plants and stream live video of the field to the remote User.

Tool used: AVR, Arduino, Image Processing (OpenCV), Raspberry pi

Automatic Weighing Machine
The system was built with the motto of weighing to an amount given or commensurate to the given in the user interface (in the computer). This had motor controlled inlet to the machine which was controlled by the micro-controller.

Tool used: AVR, Load Sensor

Twin Pyramid (3D Computer graphics)
This is an interactive 3D graphics project made on OpenGL to demonstrate modeling, presentation, illumination, and rendering of meshes and surfaces with multiple User controls.

Tool used: OpenGL

Interests and Activities

Cricket, Travelling, Table-tennis

References

Academic references will be made available on request