

Pronay Peddiraju

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Objective

I am a 21 year old graduate with a Bachelor's degree in Computer Science and Engineering from the VIT University, Vellore. With a passion in game development and VR/AR technologies, I am looking for opportunities where I can leverage my skills and grow as a game developer.

Education

- **Vellore Institute of Technology, Vellore, India**
- B. Tech Computer Science and Engineering | July 2013 - June 2017
- CGPA as of Fall 2017: 8.38
- University website: www.vit.ac.in
- **Global Indian International School, Queenstown, Singapore**
- CBSE Senior School (Class 12) | Graduated in 2013
- Score: 87%
- **Chinmaya International Residential School, Coimbatore, India**
- CBSE Secondary School (Class 10) | Graduated in 2011
- CGPA: 8.4

Exposure

January 2017 – May 2017

Intern Game Developer | MetARVRse Technologies | Chennai

Pursued a 5-month internship at MetARVRse Technologies as an intern game developer. I was presented with the opportunity to make applications using Unity 3D and incorporate technologies such as Leap Motion sensor, Google VR for smartphones and integrate OpenCV applications.

March 2014 – May 2016

3D Asset Developer | Creation Labs | VIT University, Vellore

Worked as “3D Asset Developer” for the Creation Labs Game Development Team at VIT University. Work includes “Go Home Lenny” (a third-person zombie shooter), “Vice Versa Reborn” (a simple platformer type game) and other projects involving 3D, Virtual Reality and Augmented Reality.

May 2015 – May 2016

Project Director | Computer Society of India | VIT University, Vellore

Student Board member of the esteemed Computer Society of India (CSI) - VIT Student Branch. Served as “Project Director” and was involved in the planning and execution of events and workshops at VIT University.

May 2014

Intern | Toyo Adtec | Singapore

Pursued a 4-week internship at Toyo Adtec, Singapore, involving design of a sensor controlled solenoid air blower system for IC testing and creating a simple webpage to manage data.

Publications

February 2016

Published a paper titled “Agent Based Performance Analysis of Strategic Algorithms on the Prisoner’s Dilemma problem” in the “International Journal of Multimedia and Ubiquitous Engineering” Volume 11 No.2, 2016.

Skills

Software known: Unity 3D, Autodesk Maya, Adobe Photoshop, Adobe Premiere Pro

Programming background: C, C++, Unity C#, HTML, CSS, SQL, Unity JS, JavaScript

Portfolio

Please Find details about my academics, projects and work on my portfolio at [**www.pronay.me**](http://www.pronay.me) and my LinkedIn profile at [**https://www.linkedin.com/in/pronay-p-163b7124**](https://www.linkedin.com/in/pronay-p-163b7124)