Pronay Peddiraju

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Objective

I am a 22 year old Computer Science Engineer from VIT University, Vellore. With a passion for game development and VR/AR technologies. I love working on with new technologies and projects in the fields of interactive media.

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

September 2017 – Present
Creative Engineer | I Love Mondays | Bangalore

Serving the role of Creative Engineer at I Love Mondays, Bangalore. I work with Virtual Reality technologies, 360 cameras and VR content. Our aim is to make students aware of the careers of the future and provide them the reality check they need using Virtual Reality.

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** and my LinkedIn profile at **https://www.linkedin.com/in/pronay-p-163b7124**