



Prakash P

B.Tech – Computer Science and Engineering

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EDUCATION

Sri Manakula Vinayagar Engineering College

Bachelor of Technology in Computer Science and Engineering

Puducherry, India

2022 - 2026

Current CGPA: **8.94**

Presidency Higher Secondary School

Higher Secondary (12th standard) percentage: **84.33**

Puducherry, India

2021 - 2022

Secondary (10th standard) percentage: **98.2**

2019 – 2020

TECHNICAL SKILLS

- **Programming Languages:** Java
- **Metaverse & 3D Development:** Unity Engine, Blender, Maya, Unreal Engine
- **Frontend :** html, css, js, react

PROJECTS

Digital Twin Builder | Unity Engine, Esp32(IOT), CNN

- Built a 3D digital twin system with real-time two-way IoT sync using Unity and ESP32.
- Created 2D-to-3D and direct 3D building tools with Blender assets.
- Enabled virtual control and monitoring of devices like lights and fans.

Blender Course | Blender

- Created a 1-hour Blender crash course on YouTube, covering core 3D concepts such as modeling, animation.
- Aimed at helping beginners get started with 3D design

ACHIEVEMENTS

- Winner of not-a-thon (hackathon) hosted by VIT Chennai
- Second Runner up at graviton2.0 (hackathon) hosted by PESU Bangalore.
- Won second prize in project contest at MIT Pondicherry
- Second prize in CODEATHON (a coding competition) by velar Institute of Technology.
- Won track prize in PEC hacks conducted by MLH in Panimalar engineering college, Chennai

LEADERSHIP ACTIVITIES

- I lead a team of 4 and won around three Hackathons also I have participated in about six hackathons.
- Led a team in the Unisys Innovation Contest and secured a position among the top 16 national finalists.

INTERNSHIP

AR and AI-Assisted VR Training Developer Intern(**Tata Consultancy Services** | jun 2025- aug2025)

- During my internship at Tata Consultancy Services (TCS), Hyper Innovation Center of Excellence, I worked across AR/VR, Unity simulations, and AI, contributing to multiple innovative projects

Unity Game Developer Intern (**Flashskool** | Oct 2024 – Apr 2025)

- Developed and optimized core gameplay mechanics using C# in Unity.

LANGUAGES

- Tamil , Telugu , English