

CURRICULUM VITAE

Srinivas Goru

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Career Summary:

Experienced Programmer specializing in VR products, simulations, and educational content for K12 students. Proficient in Unity 3D and various technologies like VR, AR, and MR. Strong analytical, programming, and problem-solving skills. Passionate about creating immersive experiences and simplifying complex concepts through graphics and interactive media.

Technical Skills:

Software: Unity 3D - Game Engine

Operating Systems: Windows, Mac, Android

Technologies: VR, AR, MR

Languages: C#

Packages: Microsoft Office, OpenOffice

Game Development Skills:

Unity 3D, VR Systems (Oculus Quest, Oculus Rift, Daydream, HTC VIVE, Cardboard), AR (ARKIT, Vuforia, ARCore, ARFoundation), MR (Hololens2), Simulations, Interactives, Ebooks, 3D Training Modules.

Personal Skills:

Creative, Quality Testing, Problem Solving, Adaptability, Analytical

Academic Profile:

B.Tech (Computer Science and Engineering) from Sri Vasavi Engineering College, JNTU-K (2006-2011)

Intermediate from Govt. Jr. College, Tadepalligudem (2004-2006)

SSC from Sri Netaji Public School, Tadepalligudem (2002-2003)

Work Experience:

AlterMate X Reality India LLP, Hyderabad, Telangana.

Sr. Solution Architect (April 2023 - Present)

- Led architectural design and technical solutions for VR/AR projects.
- Played a key role as a senior programmer in product development.

Deeploop Technologies, Hyderabad, Telangana.

Sr. Unity Developer (Oct 2022 - April 2023)

- Developed interactive VR experiences for diverse platforms.
- Collaborated with a client to implement an immersive training module for TVS for employee training and knowledge evaluation.

Embibe, Ahmedabad, Gujarat.

Sr. Unity Developer (Oct 2021 - Oct 2022)

- Created educational simulations and VR experiences for K12 students.
- Assisted in mentoring junior developers and facilitated knowledge sharing.

Reinvision Labs Pvt Ltd, Hyderabad, Telangana.

XR Engineer (Jun 2021 - Oct 2021)

- Worked on AR and MR projects, including Hololens 2 development.

Senscilen Interactive Pvt. Ltd, Ahmedabad, Gujarat.

Sr. Unity Developer, Product Manager (Dec 2019 - May 2021)

- Developed interactive simulations and training content for education.
- Managed product development lifecycle and coordinated with teams.

Designmate (I) Pvt. Ltd, Ahmedabad, Gujarat.

Unity Developer (Jan 2011 - Dec 2019)

- Contributed to the development of educational games and simulations.
- Collaborated with cross-functional teams to ensure project success.

Project Highlights:

- **Froggipedia:** Awarded "iPad App of the Year" 2018 by Apple.
App Store Link: <https://apps.apple.com/us/app/froggipedia/id1348306157>
- **Plantale:** Developed an immersive educational app.
App Store Link: <https://apps.apple.com/us/app/plantale/id1389698721>
- **Simulations:** Created interactive simulations covering topics like RBC function, Skeletal system, PCR, Humanoid evolution, Physiology of cell membrane, Excretory system, etc.
- **Interactives:** Developed interactive modules on various subjects, enhancing engagement.
- **Ebooks:** Produced digital books on the heart and respiratory system.

Achievements:

- Second prize in a project exhibition for "File Security Manager" at Sri Vasavi Engineering College.

Personal Profile:

Father's Name: Bhadram Goru

Date of Birth: 06-05-1987

Gender: Male

Languages Known: Telugu, English, Hindi

Nationality: Indian

Permanent Address: 5-5-11/4, 9th ward, Tadepalligudem, West Godavari (Dist), Andhra Pradesh, Pin - 534101.

Declaration:

I am confident in my ability to work as part of a team or independently. I declare that the information provided is accurate to the best of my knowledge.

(Srinivas G)