

PRAVEEN K C

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JOB OBJECTIVE

Programmer & Game Developer, seeking a challenging role in an organization of repute to leverage my **Technical & Game Design** and **VR/AR/MR Application Development** skills in line with the company's plan.

PROFILE SUMMARY

- Endowed with a **passion to win**, demonstrated through **10+ Years** of experience in Game & Software Design and Development, encompassing **3D Game Development, VR, MR, and AR Application Development**. Equipped with strong **Project Management, Project Delivery, Client Relationship, Technical Leadership, and Team Management** skills across diverse domains.
- Proficient in transforming **design specifications into Functional Game Components**, establishing effective **development strategies and pipelines**, and resolving **process and application bottlenecks** promptly. Skilled in creating **high-quality games with optimal performance**.
- A **technical professional** adept at **identifying and addressing problems revealed by customer feedback and testing**, determining **user needs**, and ensuring the **quality and reliability of test routines**. Experienced in generating **game scripts, storyboards, animating characters**, and contributing to **design and audio features**.
- Possesses **profound knowledge** of **Unity3D, OOPS Concepts, Unreal Development kit, Cry Engine, DirectX 10.0, 3D Game Mathematics**, as well as proficiency in programming languages such as **C, C++, C#, and Java**. Experienced in **version control systems** like **Git and SVN**, and publishing applications on **Android & iOS platforms**.
- **Strong interpersonal, communicative, analytical, mentoring, client relationship, and leadership skills**, coupled with a **proven track record** of **successful project deliveries** and **team collaboration**.

CORE COMPETENCIES

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|----------------------------------|--------------------------------|----------------------------|
| • Project Management | • Project Design & Development | • Project Delivery |
| • Project Integration | • 3D Game Development | • Adaptability |
| • Quality Assurance | • VR/AR/MR Application | • Team & Client Management |
| • Leadership and Team Management | • Effective communication | • Technical Expertise |

WORK EXPERIENCE

Currently associated as an **Assistant Manager** with **Sify Technologies Ltd**, Chennai since Feb 2020

Responsibilities:

- Responsible for maintaining the development template, collaborating with team members and vendors to streamline framework integration, and reduce development time.
- Work with team manager on development task estimates, including human resources, budgeting, tool requirements, licenses, and assets.
- Provide technical guidance, contribute to architecture and design decisions, and ensure adherence to best practices.
- Create and maintain project plans, define project scope, and liaise with development teams.
- Collaborate with multiple vendors to understand requirements and define project goals for developing user-friendly and engaging VR applications.
- Coordinate and manage the development team, assign tasks, track progress, and foster efficient collaboration.

Worked as a **Software Developer** with **ThinkHi**, Hyderabad from May 2015 to Jan 2020.

Responsibilities:

- Spearhead a team of **3 developers** and **2 artists** and is responsible for Project deliverance, and build releases and making sure it is under the quality of the publisher guidelines
- Design and implement a free draw concept which allows users to modify/adjust their design after it is created
- Work closely with web and E-commerce developers for the integration of Unity and Magento
- Coordinate with the other developers, designers, artists and QA to develop features for all aspects of the experience including UI, animation, audio, physics, and rendering
- Strive to create visually appealing application layout that feature user-friendly design and clear navigation
- Solve challenging and complex problems around cross-platform game development and live operations
- Develop business, information and technical architectures that are aligned with IT strategies and principles
- Consult with application/infrastructure development projects to ensure compliance with enterprise architecture
- Develop new games as well as modify existing legacy games for online, supporting multiple formats, but still maintaining quality and the gaming experience for the players

Worked as a **Software Developer** with **Clite Technologies**, Hyderabad from June 2013 to April 2015

- Redesigned the UI system of V-Lab using NGUI from Unity3D's GUI
- Responsible for the designing and development of UI and physics-based experiments for the V-Lab

PROJECT DETAILS

Project Name: **Tooling U Virtual Labs** | VR & WebGL

Description: Tooling U-SME's Virtual Labs provide simulation-based knowledge assessment and training across a range of manufacturing scenarios, offering access to diverse tools, safety standards, and correct procedures. Set within realistic environments, these simulations enable users to practice tool operations while assessing their knowledge and adherence to safety standards.

Project Name: **LensX Interactive 3D** | VR and WebGL

Description: This 3D interactive questionnaire assesses users' knowledge within a simulated environment post-training, enhancing engagement and understanding through immersive experiences

Project Name: **Keytruda** | WebGL

Description: This 3D interactive virtual simulation allows users to experience the effects of the Keytruda drug on the human body

Project Name: **YuCad** | WebGL and Cardboard VR

Description: An online 3D design studio with integrated E-Commerce which allows users to draw and design their home down to the last detail and buy products directly from the tool

Project Name: **Kurangu Bommai** | Android / iOS

Description: An official game for the promotion of the Tamil movie Kurangu Bommai. The game takes place in a maze with 5 colored players. Each player must travel forward through the maze to open the gate of same color

Project Name: **Lykagluv** | WebGL and Cardboard VR

Description: Mobile fashion app which allows users to try on clothes virtually on a model that matches their exact measurements, and their face via image capture.

Project Name: **Blister Packing** | VR

Description: Enables users to explore the intricacies of blister packaging machinery via immersive VR simulations, providing a thorough understanding of machine functionality and material interactions for improved optimization.

Project Name: **MSD Allergy Race** Driving Simulation: NISSAN Driving Institute, Kidzania, Kuwait | PC

Description: Offers users the opportunity to immerse themselves in a realistic driving simulation aimed at refining techniques, skills, and quick responses in a safe environment. Facilitates familiarity with car controls, driving best practices, and builds initial confidence before real-world driving experiences.

Other Projects:

Procedural Room Creation | Home Designer | Numismatics | Malfunky | Beyond Guns | Procedural Rope | DX 3D Scene | PS2 Scene

ACCOLADES

- Appreciated for implementing the free draw concept in the project. The functionality of the concept excelled in every aspect than what is expected for YuCad Project
- Received appreciation from the client for quick delivery of the game (Kurangu Bommai) within 5 days
- Appreciated for the gameplay and the flexible control of the game using Kinect controller and for the support and quick correction of the functionalities based on their feedbacks for Msd allergy race project

TRAINING AND CERTIFICATION

- Completed Diploma in Java Technologies from NIIT Technology, Chennai in 2010
- Oracle Certified Professional, Java SE 5 Programmer
- Oracle9i Certified Associate (OCA)

EDUCATIONAL DETAILS

- Completed M.Sc in Computer Games Technology from University of Abertay Dundee, UK in 2013
- Completed B.Tech in Computer Science Engineering from SRM University, Chennai in 2010

PERSONAL DETAILS

Date of Birth: 28th December 1988

LinkedIn Url: <https://www.linkedin.com/in/praveen-k-c-915b3480/>

Languages Known: English and Tamil