

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 as evinced through **6+** years of **Game & Software Design and Development** experience encompassing **3D Game Development, VR, MR, and AR Application Development, Project Management, Project Delivery, Client Relationship, and Team Management** skills across various domain
- Hands-on experience in **transforming design specifications** into **Functional Game Components**, establishing effective **strategy and development pipeline**, identifying process and application bottlenecks and bugs, implementing solutions in a timely manner, and creating **best quality & performance in games**
- Technical Professional, proficient in **identifying problems** uncovered by customer/client feedback & testing and correcting/referring problems to appropriate personnel for correction, determining user needs by analyzing technical requirements, and validating **test routines & schedules** to ensure **test cases mimic** external factors
- Adroit in generating **game scripts & storyboards, animating characters & objects**, contributing to the design and audio features of the game, creating unit tests and validation procedures to assure quality, constructing the base or the engine on which the game will run, and producing prototypes of gameplay ideas and features
- Profound Knowledge of Unity3D, OOPS Concepts, Unreal Development kit, Cry Engine, DirectX 10.0, 3D Game Mathematics, C, C++, C#, Java, Unreal Script, Git, SVN, Publishing Application in Android & iOS, Visual Studio, MonoDevelop, and NetBeans IDE
- Possess strong interpersonal, communicative, analytical, mentoring, client relationship, and leadership skills

CORE COMPETENCIES

- Project Management
- Project Design & Development
- Project Delivery
- Project Integration
- 3D Game Development
- Client Requirement Gathering
- Design Specification
- Virtual Reality Application
- Team & Client Management

WORK EXPERIENCE

Currently associated as a **Software Developer** with **ThinkHi**, Hyderabad since May 2015

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: [YuCad](#)

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](#)

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](#)

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: MSD Allergy Race | Driving Simulation : NISSAN Driving Institute, Kidzania, Kuwait | Blister Packing

Other Projects:

Numismatics | Malfunky | Beyond Guns | Procedural Room Creation | Home Designer | 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