

Pronay Peddiraju

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Objective

I am a 22-year-old Computer Science Engineer from VIT University, Vellore and have a passion for game development and VR/AR technologies. I love working with new technologies and on 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: 8.36
- University website: www.vit.ac.in

Exposure

March 2018 – Present

Assistant Manager AR/VR | WhatBox Entertainment | Bangalore

Working as an assistant manager for the Augmented Reality and Virtual Reality division at WhatBox Entertainment Pvt, Ltd.

September 2017 – November 2017

Creative Engineer | I Love Mondays | Bangalore

Served the role of Creative Engineer at I Love Mondays, Bangalore. Worked with Virtual Reality technologies, 360 cameras and VR content.

January 2017 – May 2017

Intern Game Developer | MetARVRse Technologies | Chennai

Pursued a 5-month internship at MetARVRse Technologies as an intern game developer. Was presented with the opportunity to make applications using Unity 3D and incorporate 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 2D 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 the role of “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.

March 2018

Published a chapter titled “Research Analysis of Development Pipelines in Augmented and Virtual Reality Technologies” in a book titled “Big Data Analytics for satellite Image Processing and Remote Sensing” published by IGI Global in March 2018.

Portfolio

Please Find details about my academics, projects and work on my portfolio at **[pronay.me](https://www.pronay.me)** and my LinkedIn profile at **<https://www.linkedin.com/in/pronay-peddiraju-163b7124>**