

# Pronay Peddiraju

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## Objective

I am a 23-year-old Software Developer from Bangalore, India. I have a passion for video game technologies and C++ game engine development. I am currently pursuing a master's program in Interactive Technology specializing in Software Development from SMU Guildhall, Plano, Texas.

## Education

- **Southern Methodist University - Guildhall, Plano, Texas, USA**
- M.S in Interactive Technology | August 2018 – May 2020
- CGPA: 3.405 / 4 (As of Spring 2019)
- University website: <https://www.smu.edu/guildhall>
- **Vellore Institute of Technology, Vellore, India**
- B. Tech Computer Science and Engineering | July 2013 - June 2017
- CGPA: 8.36 / 10
- University website: [www.vit.ac.in](http://www.vit.ac.in)

## Exposure

March 2018 – June 2018

Assistant Manager AR/VR | WhatBox Entertainment | Bangalore

Worked as assistant manager for the Augmented and Virtual Reality division at WhatBox Entertainment Pvt, Ltd. Developed CriQLive quiz and Kingfisher AR applications for mobile platforms using Unity Game Engine.

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. Developed applications using Unity 3D and incorporated Leap Motion sensor, Google VR for smartphones and integrated OpenCV applications.

March 2014 – May 2016

Generalist Developer | Creation Labs | VIT University, Vellore

Worked as “Generalist 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 projects, 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

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.

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.

## 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>**