

# Pranav Rajnish

Rochester, New York

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## Education

### Rochester Institute of Technology

MS Game Design and Development

- GPA: TBD

Rochester, USA

August 2023 - May 2025

### PES University

B.Tech in Computer Science

- GPA: 3.95 (WES Evaluation)

Bangalore, India

August 2019 - July 2023

## Work Experience

### Enphase Energy

IT Intern

- Part of the data warehousing team at Enphase Energy, fulfilling the data needs of the MNC.
- Worked with the Incorta platform, a Smart Lakehouse platform that handles processes from data acquisition to data visualization.
- Used the platform to build Dashboards, Visualizations, Schemas, and Materialized Views to help the company make business decisions.
- Technical Skills:** Python, Incorta, PySpark, SQL, Excel

Bangalore, India

Jan 2023 - June 2023

### LECODE Games India Pvt Ltd

Software Intern

- Worked on 2 educational, serious games for leadership development.
- Projects included dynamic UI, multiple players either through LAN or online, authentication, and session-based gameplay.
- Worked in a three-person team to develop the full breadth of the second project using Unity3D and Photon Engine for the networking code.
- Technical Skills:** C#, Unity, Photon Engine, MySQL, Git

Bangalore, India

June 2022 - July 2022

## Projects

### Tree Fellers

- A 3D multiplayer sandbox game.
- Several players can play together in a sandbox world, with realistic cutting of trees to make buildings that can also be dynamically destroyed.
- Explored concepts like editor tools, procedural meshes, procedural generation, and chaos physics, all within a multiplayer environment.
- Technical Skills:** C++, Unreal Engine, Blender, Git

### Detective's Gambit

- A 3D isometric murder-mystery card battler made in Unity.
- A 5 person team project, where I was the systems and tools engineer as well as a gameplay programmer.
- Created a visual node-based tool for the dialogue system using Unity's GraphView API, facilitating interactions that change with the game state.
- Technical Skills:** C#, Unity, Git

### BowSim

- A 3D stylized stealth game with bow and arrow focused gameplay.
- The player has to navigate a lush terrain, using different types of arrows with special effects, inconspicuously taking out various kinds of enemies.
- Made using Unreal Engine, implemented using components, level streaming, blackboards, decision trees, modeling, rigging, animations, etc.
- Technical Skills:** C++, Unreal Engine, Blueprints, Blender, Perforce, Mixer, GIMP

### Personal Organizer

- A cross-platform GUI application used for planning, organizing, and executing projects.
- Implemented features like to-do lists, notes, images, mood boards, flowcharts, etc.
- Incorporated concepts like authentication, movable widgets, serialization, and compression.
- Technical Skills:** C++, Qt, QSS, Firebase

## Skills

### Programming

C++, Python, C#, Java, JavaScript, HTML, CSS

### Frameworks

Unreal Engine, Unity, Qt, OpenGL, Django, OpenCV, TensorFlow, Node.js, Express.js, JSP

### Databases & Tools

SQL, MongoDB, Firebase, Git, Perforce

### Non-Technical

Communication, Leadership, Organizational

## Achievements and Certifications

### Scholarships

Rochester Institute of Technology, PES University

### Publications

Improving the Quality and Readability of Ancient Brahmi Stone Inscriptions (IEEE Xplore)

### Certifications

Networking using Unreal Engine, Unity, Advanced C++, Qt, Django, Intro to AR and VR.