PAVAN PARAVASTHU, Software Engineer

+1-6308642811 | www.pavanparavasthu.com | pavanp6481@gmail.com | **LinkedIn** : pavan-paravasthu

---

EDUCATION

Carnegie Mellon University (CMU), Entertainment Technology Center (ETC)   **Pittsburgh, PA**
    Master of Entertainment Technology   May 2021
Visweswaraya Technological University (VTU), APS College of Engineering   **Bangalore, India**
    Bachelor of Engineering (Information Science)   July 2011

SKILLS

Dev. Tools: C# (Unity3D), C++, Google Apps Script, JAVA (Android, SmartFoxServer2X), Python
Other Tools: Perforce, SVN, Git, PuTTy, FileZilla, JIRA, Trello

---

WORK EXPERIENCE

Teaching Assistant, National High School Game Academy, Carnegie Mellon University   06/2020 – 08/2020
- Created a programming curriculum and taught the same remotely
- Reviewed and debugged student code and provided actionable feedback
- Managed a team of 5 programming TAs

Software Engineer, Purpletalk India Pvt. Ltd. (India)   04/2015 - 06/2019
- Designed and developed mini games and Android plugins in interactive kids games using Unity3D
- Created multiple tools for purposes such as level editing, and localization
- Prototyped multiple mobile multiplayer games

Software Engineer, Electronic Arts (India)   07/2017 - 02/2019
- Ported UI for a celebrated title to the newer Cocos2DX engine using Cocos Creator
- Collaborated with artists to integrate new sprites and UI systems
- Integrated several monetization features into games

Software Engineer, Knowledge Adventure, Inc. (India)   05/2014 - 03/2015
- Created a client side multi-platform login system in Unity3D for children's MMO educational games
- Integrated UI for mini games in a sports manager game

Software Engineer, Gameshastra Solutions Pvt. Ltd. (India)   10/2012 - 02/2014
- Implemented client and server functionality of a prototype for an MMO card game
- Programmed the gameplay for a 3D side scrolling platform jumping game
- Created a dialogue manager system and a tool for designers to easily configure dialogue flow

---

SHIPPED TITLES

- **Plants vs. Zombies (Free)** : iOS, Android   [SexyApp, Cocos2Dx]
- **Barbie Life** : iOS, Android   [Unity3D]
- **Monster High** : iOS, Android   [Unity3D]
- **Sholay - Bullets of Justice** : iOS, Android   [Unity3D]
- **Penguins of Madagascar - Dibble Dash** : iOS, Android   [Unity3D]

ACADEMIC PROJECTS

Programmer, Lead Designer - Cross Platform Social Experiences in VR   [ETC, Spring 2020]
- Designed and developed multiple prototypes to explore social interactions between VR & Mobile players
- Implemented cross platform multiplayer using Photon and Unity3D
- Automated the build process for Android and Oculus Quest to ease testing

Programmer, Producer & Designer - Building Virtual Worlds (BVW)   [ETC, Fall 2019]
- Designed and developed prototypes for games using unconventional input systems and hardware using Unity3D
- Managed 2 teams as a producer while also fulfilling my primary role as a programmer
- Created quick game prototypes using technology such as Magic Leap, HTC VIVE, Kinect and Oculus Rift S