

# PAVAN PARAVASTHU, Software Engineer

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## EDUCATION

**Carnegie Mellon University (CMU), Entertainment Technology Center (ETC)**  
Master of Entertainment Technology

**Pittsburgh, PA**  
May 2021

**Visweswaraya Technological University (VTU), APS College of Engineering**  
Bachelor of Engineering (Information Science)

**Bangalore, India**  
July 2011

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## SKILLS

**Dev. Tools:** C# (Unity3D), C++, Google Apps Script, JAVA (Android, SmartFoxServer2X), Python

**Other Tools:** Perforce, SVN, Git, PuTTY, FileZilla, JIRA, Trello

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## WORK EXPERIENCE

**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
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## 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]
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## OTHER EXPERIENCE

**Teaching Assistant, National High School Game Academy, Carnegie Mellon University**

[Summer 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

**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