Rama Krishna Oguri

Unity Developer

Contact me: ramakrishna.oguri@gmail.com | Games Portfolio | LinkedIn | Git Hub | Glasgow, UK

2 years + Industry experienced masters graduate who holds skills in algorithms, coding and problem solving, combined with an ability to thrive in results orientated environments. During this time, I mastered advanced frameworks and applied them to develop features for the company website and modules for a VR game. My MSc program provided a solid foundation in advanced Unity development, which I have successfully applied to various projects throughout the academic year.

As a master's graduate and an employer in the startup industry, I have consistently met strict deadlines to deliver high-quality work. I am deeply committed to fostering an inclusive culture where colleagues support one another in achieving their goals.

SOFTWARES | FRAMEWORKS: Unity Engine, React JS, GitHub.
LANGUAGES: C#, C++, JavaScript, HTML, CSS
TECHNICAL | DIGITAL SKILLS: Debugging, clean coding, data management, analytical, problem solving, optimizations.
PROFESSIONAL SKILLS: Collaborative, adaptive communication, organised planning, autonomous, curious, creative, hybrid worker, results driven, committed.

EDUCATION

MSc Serious Games and Virtual Reality, The Glasgow School of Art
September 2023 - August 2024

Bachelor of Technology (Mechanical Engineering), S.R.K.R Engineering College (Grade: 7.17)
July 2015 - April 2019

SOFTWARE ENGINEERING INDUSTRY EXPERIENCE

Software Development Engineer, PINscale Technologies Private Limited, Hyderabad, India
August 2022 - January 2023

- Developed interactive tutorial and improved other modules in iB Cricket - A VR Cricket Game.
- Built UI for Co-Op feature in iB Cricket including API integrations and scripting.
- Task management using Jira
- Used debugging techniques like Deep Profiling to identify performance issues in development and resolved errors.

Project Mentor Associate, NxtWave Disruptive Technologies Private Limited, Hyderabad
March 2021 - July 2022

- Addressed student queries on a range of topics, including HTML, CSS, JavaScript, Python, React, React Hooks, and Node.js.
- Reviewed solutions posted by other mentors and provided feedback to make solutions user-friendly.
- Additionally, analyzed user queries and recommended improvements to course content, resulting in a 120% increase in the query resolution rate over 8 months.
- To support hands-on learning, I developed over 5 mock APIs using AWS backend services for user practice and tested them with jQuery.
- In collaboration with a team of three, I also developed the SignUp/SignIn feature for new users on the company website.
- Task management using Jira.

Creatives Manager, Central Operations Executive, iBuild Innovations India Private Limited, Hyderabad
June 2019 - Feb 2021
- Worked closely with Business, Marketing, and Design teams and delivered timely, quality outputs.
- Involved in ideation and conceptualization of marketing collaterals for the company and its supporting startups.
- Curated and developed content for shareable posters and videos on social media platforms and various digital marketing campaigns
- Involved in planning and process enhancements related to design, social media, and community development teams.

VR PROJECTS

RigidXR - A Mixed Reality Piano Experience
May 2024 - August 2024
The primary aim of the research project was to understand the importance of reactive forces, also known as reactions, in enhancing the sense of presence in Extended Reality (XR). A Mixed Reality Piano application was developed using the Unity Engine and Stretch Sense Motion Capture gloves. To promote the participation in the research, posters were created using online Canva tool and the game design was developed using Miro board.

Elite Hunter - A Mixed Reality Shooter Game
March 2024 - April 2024
A mixed reality multiplayer game developed using Unity with added Meta-All-in-One SDK. The multiplayer feature was implemented using Photon PUN 2, allowing up to three players in a single room.

Note: Complete project details are available on my portfolio website.

VOLUNTEERING

iLRN2024 Student Volunteer, Immersive Learning Research Network
June 2024 - June 2024
Supported the iLRN team by managing and guiding attendees throughout the conference. Additionally, attended the conference to gain insights into various research projects and broaden my knowledge in the field.

Senior Body Member (SBM), Association of Mechanical Engineering Students (AME)
August 2018 - April 2019
During my bachelor's studies, I managed programs within the Mechanical Engineering department. I also led an event called 'PRAJNA,' where my team showcased over 60 science-based projects to public high school students, aiming to inspire and encourage their interest in science.

ADDITIONAL INFORMATION
My skills were honed in the fast-paced environment of startups, where I gained valuable experience. Ltd. My transition to PINscale Technologies Pvt. Ltd. was driven by my expertise in mentoring users on debugging and optimizations during my tenure as a Project Mentor Associate at NxtWave.

REFERENCES
Available on request