

# PRAVIN POUDEL

## PERSONAL DATA

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PLACE AND DATE OF BIRTH: Kopawa, Kapilvastu, Nepal | 10th Feb 1994  
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## SUMMARY

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3 years experienced and result-oriented **WebVR** developer skilled in designing, development & implementation of VR/AR(Computer Graphics) on Web. I have high research interest in **Computer Graphics, Computer Vision, and Machine Learning**. My career aspiration is to establish a research lab in Nepal where I can strive into technologies that will help to discover the solutions to real-world problems of the local people and hopefully everyone.

## WORK EXPERIENCE

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FEB 2017 - DEC 2018	<b>WebVR Developer</b> <b>Paracosma Nepal Pvt. Ltd , Kathmandu</b> WebVR developer responsible for V.R compatible 3D model & 360-degree media integration, rendering, designing, development, and R&D works.
PRESENT - 2017	<b>FOUNDER AND R&amp;D ENGINEER</b> <b>Infinite Softwares Pvt. Ltd.</b> It works with nonprofit motives on research to bring a positive impact on the life of underprivileged people by the application of technologies like Computer Graphics, Computer Vision and VR/AR.
2019	<b>TEACHER</b> <b>Everest Engineering College - Pokhara University</b> Successfully taught a course on Web-Development to final year undergrad Computer Science students of Pokhara University.

## EDUCATION

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2012-2016 Bachelor's Degree in Electronics and Communication Engineering  
**Pulchowk Campus , I.O.E**  
TRIBHUVAN UNIVERSITY , LALITPUR, NEPAL

## TECHNICAL SKILLS

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### Programming Technologies :

C, C++, Python, OpenGL, OpenCV ( Image Processing Library), RUST

### Programming Technologies, WebVR :

WEBGL/three.js ( JS 3D library), Javascript/Jquery, React JS

## SELECTED WEBVR PROJECTS

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### **Madison Mountaineering TV (360 degree media content website)**

[360.madisonmountaineering.com/](http://360.madisonmountaineering.com/)

This is 360-degree media content VR compatible website where user can upload and watch 360-degree media contents.

**Role:** WebVR and Full-stack Developer

### **3D Model player**

[model player](#)

This project is the result of R&D on 3D model integration and efficient rendering in Web that could be used for creating customizable Virtual Reality. The project was basically to understand more about the 3D model programmatically and perform native operations on it.

**Role:** WebGL Developer

## SELECTED UNDERGRADUATE PROJECTS

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### **Automatic Agriculture Robot**

The project was an autonomous robot build to spray pesticide to the agricultural plants and stream live video of the field to the remote User. The Project implemented OpenCV (Image Processing library) to extract and enhance information from images.

**Tool used:** AVR, Arduino, Image Processing (OpenCV), Raspberry pi

### **Automatic Weighing Machine**

The system was built to automate weighing that allow to control the weighing process by input in computer.

**Tool used:** AVR, Load Sensor

### **Twin Pyramid ( 3D Computer graphics )**

This is an interactive 3D graphics project made on OpenGL to demonstrate modeling, presentation, illumination, and rendering of meshes and surfaces with multiple User controls.

**Tool used:** OpenGL

## INTERESTS AND ACTIVITIES

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Cricket, Travelling, Table-tennis

## REFERENCES

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ACADEMIC REFERENCES WILL BE MADE AVAILABLE ON REQUEST