

# P.R RHISHABH

email@example.com | github.com/yourusername | linkedin.com/in/yourusername

## ABOUT ME

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Aspiring software developer with interests in game development, artificial intelligence, and system optimization. Experienced in C#, Unity, and building practical projects. Passionate about learning new technologies and developing efficient, real-world solutions.

## EDUCATION

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### Bachelor in Computer Science and Engineering

Expected 2027

Methodist College of Engineering and Technology, Hyderabad, India

- Relevant Coursework: Data Structures, DBMS, IoT, Machine Learning.

## EXPERIENCE

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### Cisco Virtual Internship Program (VIP) 2025

Jan 2025 – Jan 2025

Cisco Networking Academy – Remote

- Designed and simulated a 5-block hierarchical campus network using Cisco Packet Tracer, implementing the core, distribution, and access layer architecture.
- Performed network security and vulnerability analysis, identifying potential attack surfaces, and proposing mitigation strategies.
- Practiced network troubleshooting techniques to identify and resolve connectivity and configuration issues.

## PROJECTS

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### Key Nest – Secure Password Manager

Oct 2025 – Dec 2025

Kotlin, Firebase, Jetpack Compose

- Designed a mobile password manager using Kotlin and Jetpack Compose for a modern UI.
- Implemented Firebase Authentication for secure user login and real-time database synchronization.
- Integrated a cyber security quiz module to educate users on digital safety and password hygiene.

### Smart Water Level Monitoring System

Jan 2024 – Mar 2024

C++, Arduino, IoT

- Engineered an automated IoT system for real-time water level tracking using ultrasonic sensors.
- Developed a visual interface using an I2C LCD to provide instantaneous feedback on the percentage of water and the status of the system.
- Implemented a multi-stage LED alert system to provide high-visibility status indicators for critical low, optimal, and overflow levels.

### Pop the Bub – Interactive Game

May 2025 – Jun 2025

C#, Unity

- Developed a simple physics-based game in Unity.
- Optimized asset rendering to maintain a consistent 60 FPS across mobile devices.
- Engineered responsive touch-input mechanics and custom particle effects for enhanced user feedback.

## CERTIFICATIONS

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- Unity Essentials Pathway:** Unity Basics Certification for Beginners.
- Foundational C# with Microsoft:** Microsoft Certified Foundational C# Programming.
- Introduction to Programming Using Python:** Introduction to Python Programming.

## SKILLS

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- Languages:** C#, C++, Python, HTML, CSS, JavaScript, DBMS
- Tools:** VSCode, Unity, Github, Git, FireBase, Android Studio
- Other:** Cisco Packet Tracer, Iot Development

## LANGUAGES

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- English:** Professional Working Proficiency
- Hindi:** Native or Bilingual Proficiency
- Telugu:** Native or Bilingual Proficiency