

Adarshkumar Pavani

Interactive Applications Developer

+1-412-577-8554 | adarshkumar.pavani@gmail.com | <http://adarshpavani.com>

OBJECTIVE

To secure a technical position in the industry that combines my interests in programming, visualization and design

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh PA
Master of Entertainment Technology

May 2015

University of Mumbai, Yadavrao Tasgaonkar Institute of Engineering and Technology, Mumbai, India
Bachelor of Engineering in Electronics and Telecommunications

Aug 2011

SKILLS

Programming Languages: C#, Java, Swift, C++, JavaScript, HTML5, CSS3, MySQL, XML, Selenium

Platforms: iOS, Android, Google Glass, Microsoft Kinect, Oculus Rift, Arduino UNO, Eyegaze Eye Tracker, Leap Motion, Myo, Cardboard, Lytro

Packages: Unity 3D, Unity-NGUI, XCode 6, Android SDK, Microsoft Visual Studio, Eclipse, Tortoise SVN, GIT, Perforce, Autodesk Maya, Adobe Photoshop, Adobe Audition Corel Draw, AutoCAD

WORK EXPERIENCE

Stimulant, San Francisco, Developer (Intern)

Jan 2015 - Present

- Developed Interactive applications using modern day technologies like Arduinos,, Myo, Lytro, Kinect, LIDAR
- Built a virtual experience with oculus to help the client pre-visualize his space with our installation idea
- Represented the company in various conferences and developer events

Etcetera Edutainment, Pittsburgh, Game Developer (Intern)

May 2014 – Aug 2014

- Developed a web based card game to teach middle school kids about occupations in the state of Pennsylvania
- Developed the UI with Unity NGUI
- Built the AI and designed the levels
- Built a modular framework that could process freshly added data into the game during runtime

Ness Technologies India Pvt. Ltd., Mumbai, India, QA Engineer

July 2011 – July 2013

- Developed automation scripts using Selenium RC and Java
- Built a data driven framework using TestNG & Apache Maven
- Assisted in process improvement, preparing a test plan, creating, reviewing & executing test scenarios

ACADEMIC PROJECTS

Building Virtual Worlds, Entertainment Technology Center, Unity Programmer

Fall 2013

- Built five virtual worlds with five different teams to create next-gen interactive experiences with various platforms like Microsoft Kinect, Oculus Rift, Eyegaze Eye Tracker, Leap Motion and mobile devices.
- Primarily worked as an interaction programmer/game developer / level designer
- Contributed towards Game Design, Visualization and Production

Hello Ocean, Entertainment Technology Center, Unity Programmer

Spring 2014

- Developed an interactive underwater experience app that was published on Google PlayStore and iOS Appstore.
- Programmed the core interaction which uses gyroscopic data for orientation, just like in Oculus Rift
- Worked on Memory optimization, texture compression, shader optimization using Unity
- Worked on UI Programming, Lighting, Particle effects for enhancing the aesthetics of the underwater experience

Energy Lab, Entertainment Technology Center, General & Unity Programmer

Fall 2014

- Built a 48 inch rear projected hemispherical touch interactive dome with a projector, IR Cameras, CCV and TUIO
- Worked on projection mapping the dome with educational content to teach kids about energy, cosmos etc.
- Building a supplementing iPad app to creatively teach kids about good usage of energy

LinguAR, Carnegie Mellon University, Google Glass / Android Developer

Fall 2014

- Built a language learning app with Google Glass with 3 smart modes: Passive, Active and Geolocation
- Implemented related words grouping algorithm using a English – Spanish Dictionary database
- Designed and implemented the Lesson plan for effective memory retention

Help App, Carnegie Mellon University, iOS Developer

Fall 2014

- Built an iOS app that uses GPS location information to send out help messages to people within 100m Radius
- Worked with Core Location Framework to optimally calculate distances between users in real time
- Implemented a database using Parse to store user information and location in real time
- Built a chat window to communicate with users (within 100m radius)