KIRAN GEORGE

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EDUCATION

Masters of Entertainment Technology (MET)   Expected Dec 2014
Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh PA
Project-based, multidisciplinary degree focusing on designing interactive experiences through teamwork.

Bachelors of Technology in Computer Science and Engineering   May 2011
Sree Chitra Thirunal College of Engineering, University of Kerala, Trivandrum

SKILLS

Programming Languages: C#, C/C++, Java, SQL, PL/SQL, HTML, CSS
Software: Unity 3D, Eclipse, Visual Studio, Photoshop, Perforce, Git, Mercurial, MySQL, Struts, Spring MVC

EXPERIENCE

Game Programming Intern, Sony Computer Entertainment America, San Diego CA   Summer 2014
- Worked on unannounced multiplayer game for PS4, PS3 & PS Vita
- Developed bots and a launcher tool to automate and streamline testing of multiple game instances
- Implemented features that faked physics using animation
- Fixed bugs and implemented several small features

Programmer Intern, Philadelphia Game Lab, Philadelphia PA   Spring 2014
- Working on Knight Strike, a Beat 'em up game for iOS, Android & Windows 8 built on Unity 3D
- Integrated animations into the game, programmed player power ups and many aspects of the game
- Set up build environments for Android, Windows 8

Associate Software Engineer, Accenture Services Pvt. Ltd, India   2011 - 2012
- Designed and implemented several web pages of Company Group Tool for MHRA, UK
- Wrote technical design documents and ensured adherence to coding standards

PROJECTS

It Takes Two - Expressive Game on the Ouya   Fall 2013
- Worked as a programmer in a team of 6 to create and publish the game on Ouya (Android) platform
- Received 91 Likes and ranked 179 (out of nearly 600 games) at its highest point on the Ouya Store
- Integrated Quick Ropes 2 plugin, programmed checkpoints, special effects, set up build environment etc.

Personal Projects
- Made "Symbiosis", a networked co-op game in which 2 players have different views of the same level
- Fountain: Built a Flowing Fountain made out of Particles that runs in web browsers using WebGL
- Made several small games in Unity 3D like Slide(an infinite running game), Space Fighter, Turn etc

15-666 Computer Game Programming   Fall 2013
- Implemented Steering Behaviors (Seek, Flee, Arrive, Pursuit, Flocking etc) & A* Pathfinding in Unity 3D
- Made a networked fighting game that used a Hierarchical N-Gram Predictor to predict player's moves

Building Virtual Worlds   Spring 2013
- Designed and created six virtual worlds, each completed in 1 or 2 weeks with different four-person teams.
- Worked as Programmer (Unity 3D / C#), Game/Level Designer, Texture Artist, Producer
- Designed game mechanics and interactions, Conducted several rounds of user testing

Knowledge Based Text Retrieval System (KBTRS)   2011
- KBTRS is a text search engine that enhances search results by using Wikipedia to understand the text.
- Part of a 3 member team; Coded the HTML front ends, SQL queries and acted as DBA

Tetris   2009
- Lead programmer in a 2-man team that built a game of Tetris in C++ using an object oriented approach.