Rishit Bhatia

PROGRAMMER

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OBJECTIVE To obtain a programming internship in the gaming industry for Summer 2015

SKILLS

Programming
C#
C++
Java
Python
HTML/CSS

Platforms
Oculus Rift
Kinect
PS Move
Leap Motion
CAVE
Makey Makey
Jam-O-Drum
Android
PC

Tools
Unity3d
Eclipse IDE
Visual Basic
Maya
Photoshop
After Effects
Dreamweaver
Jasper Studio
Perforce

Languages
English
Hindi
French

EDUCATION

Carnegie Mellon University - Entertainment Technology Center (ETC), Pittsburgh (PA)
Master of Entertainment Technology
Relevant Courses - Building Virtual Worlds, Visual Story, Game Engine Programming

May 2016

Fr. CRCE, Mumbai University
Bachelor of Engineering in Information Technology
Relevant Courses - Game Architecture and Programming, Artificial Intelligence, Computer Graphics and Virtual Reality Systems

2010-2014

ACADEMIC PROJECTS

SMALLab - (Gameplay Programmer) - ETC, Pittsburgh {Current Project}
Working on developing educational games using the Situated Multimedia Arts Learning Lab (SMALLab) for middle school children from the Elizabeth Forward School District in Pittsburgh

Spring 2015

Building Virtual Worlds (Programmer) - ETC, Pittsburgh
Developed interactive entertainment experiences within 1-3 weeks by working in tandem with interdisciplinary teams by rapid prototyping and collaborative problem solving

Fall 2014

- Dreamsomnia - A multiplayer gesture game for the Kinect
- Climb to the Owl - A virtual reality climbing experience using the Oculus Rift and PS Move
- Space Dodge - 4 player collaborative time based survival experience on the Jam-O-Drum
- Cheilo - An interactive story based CAVE experience using the Makey Makey
- F.R.A.P.S - A multiplayer intergalactic battle using the Leap Motion

Sentiment Analysis using Natural Language Processing (NLP) - Fr. CRCE

Sept'13 -Mar'14

- Developed an application to extract sentiments of users from Twitter
- Implemented Machine Learning using Naive Bayes Algorithm, Python and NLTK for parsing, tokenizing, semantic reasoning and POS tagging
- Integrated HTML5/CSS3 with the FlatUI toolkit
- Published a research paper titled "Effective Sentiment Analysis of social media datasets using Naive Bayes classification" in the International Journal for Computer Applications (IJCA)

Employee Expense Management System

Sep '12 - Mar'13

- Built a web application using the Struts 2.0 framework for management of expenses within an organization through voucher tracking
- Facilitated dynamic report generation using Jasper Studio
- Represented the team at the national level through a competition called The Great Mind Challenge (TGMC) by IBM and reached the final stages

PERSONAL PROJECTS

Pixel Glitch

Dec '13

- Built a simple 2D game on the lines of Snake II for Android
- Implemented the Android 4.2.2 SDK

CERTIFICATIONS

- IBM certified RAD Associate
- IBM DB2 certified developer
- Microsoft certified Web Solutions Developer