Atit Kothari, developer

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Education

Carnegie Mellon University August 2014 - May 2016(Expected)	Entertainment Technology Center Master of Entertainment Technology
University of Mumbai August 2010 - June 2014	Information Technology Bachelor of Engineering

Skills

Programming Languages	Highly Skilled: Java,C# Skilled: C++, Python, OpenGL 3D Programming, Shader Programming
Hardware Platforms	Kinect, Oculus Rift, Gear VR, PS Move, EyeGaze Eyetracker, Structure Sensor
Game Development	Unity 3D Engine
Mobile Development	Android, iOS
Design Tools	Adobe After Effects, Premier Pro, Photoshop, Illustrator, InDesign, Maya

Experience

Industrial Design Center **IIT Bombay** Fall 2013	**Android Programmer (Internship)** Implemented gesture recognition based game on Android tablets using OpenCV Designed a system which classifies a gesture from set of pre-defined gestures as well as learn new gestures.

Academic Projects

ARchitect Producer & Programmer Spring 2016	**PocketRoom** Developing an augmented reality application for iOS using the Structure Sensor by Occipital, targeted towards solving real world problems.
Injustice Programmer & Designer Fall 2015	**Interactive Virtual Reality Film** An interactive film focused of racial relations. Integrated live action footages with Unity3D and Google Speech API by writing a custom plugin in order to have more flexibility over frame rates and interaction.
Stratos Programmer Spring 2015	**Educational Game for kids with Asthma** Designed and implemented mobile(iOS & Android) experience for asthmatic kids ages 7-11, in order to empower them regarding their asthma. Presented prototypes to corporate executives and handed the project's deliverables to Allegheny Health Network. Received gold in International Serious-play Conference 2015.
Building Virtual Worlds Programmer & Producer Fall 2014	Worked on a team of 5 members to design 5 virtual world experience on various platforms, each completed in 2 weeks. Implemented game mechanics and interactions using Unity3D and C#.
PhotoSynthesis Summer 2014	Developed an intelligent photo sharing application on Android that knows who to share photos with based on the proximity of where the photo was taken.

Relevant Courses

Computer Graphics Spring 2015	Implemented subdivision algorithms, wrote ray tracing using OpenGL and C++, designed custom physics engine and environment-mapping shader in GLSL. Gained insights on various graphics data structures.
Applied Machine Learning Fall 2015	Emphasized an understanding of machine learning algorithms and how to apply them in real world. Learn and prove hypotheses.