

Objective:

To obtain a programming intern position in an interactive media / game studio

Education:

Carnegie Mellon University, Entertainment Technology Center (ETC) , Pittsburgh PA	May'15
Masters of Entertainment Technology	(Expected)
Coursework: Building Virtual Worlds, Data Structures and Algorithms	
ICAT Design and Media College , Bangalore, KA, India	June'13
Post Graduate Diploma in Game Development	
Coursework: Game Development fundamentals, Game Engines, Mobile Game Development	
G.H.Patel College of Engineering and Technology , Vallabh Vidhyanagar, GJ, India	May'12
Bachelor of Engineering in Information Technology	
Coursework: Data Structures, Java, .NET Computer Networks, Introduction to AI	

Skills:

Programming Languages: C/C++, C#, Java, ActionScript3, JavaScript, Lua (Beginner)

Applications/API: DirectX 9.0, OpenGL, Adobe Flash, Android SDK, XNA 4.0, Box2D

Game Engines: Unity3D, UnrealEngine (Beginner)

Hardware : PC, Mobile, Kinect, Leap Motion, Oculus Rift

Academic Projects:

Programmer, Savannah, ETC

Jan'14-May'14

- Creating an educational mobile (Android + iOS) game using Unity3D. The game will help transform lives of traumatized children.
- Responsible for game control and flow, save system
- Responsible also for text system and its database which are the base for the educational part of the game
- Worked with the artists to create a beautiful and appealing UI
- Contribution in game design and level editing which combined the educational and game parts effectively

Programmer, Building Virtual Worlds (BVW), ETC

Aug'13

- A course focused on rapid-prototyping and inter-disciplinary teamwork. Created 5 projects each with a tight deadline and a specific focus. All projects made using Unity3D
- **Just Throw** : A 2D single player casual game made for naive users in 2 weeks.
 - Responsible for gameplay logic, game flow, NPC AI, 2D Animation, Kinect Input
 - Was able to successfully finish the project even after complete change in design after 1st week
- **Labyrinth** : A two-player horror game. One player is on Oculus Rift + PS Move as the victim and the other player is on the mouse as a Dungeon Master who scares the victim by playing sounds, placing monster etc. Total project time was 4 weeks
 - Responsible for input, player controller, part of game play logic
 - Major contribution in design which was well appreciated by more than 50 people at BVW Show
 - A robust build used by these many people continuously on the same day

Programmer & Game Designer, multiple projects, ICAT

Aug'12-Jun'13

- Acquired understanding of game development fundamentals such as game loops and use of Data Structures, OOP concepts in games. All projects were individual
- **Zombie Evolution** : A single-player zombie adventure/strategy game played as a zombie
 - Coded game loop, draw scene, collision detection, gameplay logic, physics, three levels of AI difficulty, UI
 - My first game. Took extra steps to add physics and AI when not required
- **Cool Cam** : An endless elephant runner for Android using Android SDK
 - Coded multiple activities, rendering using bitmaps and surface views, collision, frame-by-frame animation, gameplay logic
 - Was able to get familiar with Android SDK in just a week's time

Activities : Global Game Jam '13, Strategy and adventure games, Texas Hold'em Poker, Association Football