

Himanshu Vartak

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OBJECTIVE

Programmer with a game development company

EDUCATION

- Carnegie Mellon University - Pittsburgh: Masters of Entertainment Technology (2014)
- Carnegie Mellon University, School of Computer Science: Computer Graphics (CS 15-662) (2014)
- Pittsburgh Filmmakers - Pittsburgh: Technical Directing (2013)
- NMIMS University - Mumbai: Bachelor of Technology (2010)

TECHNICAL SKILLS

- **Applications:** Oracle Siebel, Adobe Premiere, Adobe After-Effects(learning)
- **Game engines:** Unity, Construct 2, PIXI.js
- **Programming Languages:** C, C++, C#, Java, Python (learning), JavaScript (learning), PL/SQL, SQL and VB
- **Version Control:** GIT
- **Web-Based Languages:** CSS, HTML
- **Operating Systems:** Windows (All)

WORK EXPERIENCE

Infosys Ltd. - Systems Engineer

(August 2010 - July 2012)

- Worked as Oracle Siebel CRM programmer in Infosys.
- Acquainted with corporate work structure, quickly adapting different organizational hierarchies.

PROJECTS

- Graphic Tone (Carnegie Mellon University) (January - May 2014)
 - Producer on the ETC team.
 - Coordinating with different departments in CMU and keeping team on schedule.
- Tom, Dick & Harry (Carnegie Mellon University) (January - May 2013)
 - Short film created as part of Advanced Visual Story course. Roles included writing, directing, editing, visual effects.
- Amalgamedia (Carnegie Mellon University) (January - May 2013)
 - Created a trans-media experience, combining video game, Facebook interaction and traditional film.
 - Involved as programmer, creating fast game prototypes and final game in an HTML5 environment.
- Building Virtual Worlds (Carnegie Mellon University) (August - December 2012)
 - Involved rapid prototyping to create virtual worlds that guests can interact with.
 - Focused on inter-disciplinary teamwork for mutual benefit.
 - Created worlds on platforms as varied as PS Move and Microsoft Kinect.

INTERNSHIPS

Kno Inc.

(May - August 2013)

- Worked as Intern - Programmer to create HTML5 educational mini-games. Work involved:
 - Designed and developing games from scratch using PIXI.js game engine in JavaScript.
 - Integrated games into existing architecture, allowing newly developed games to be launched from existing product.

Axiom Education Pvt. Ltd.

(May - July 2008)

- Worked as Intern - Content Development for Kenclass. The work included the following for middle school standard science in a motion picture format:
 - Conceptualizing plots.
 - Developing scripts.
 - Developing screenplays.

CO-CURRICULAR ACTIVITIES & INTERESTS

- Participated in a 10 - Day Compositing and Advanced 3D Workshop held from 27 July, 2009 to 6 August, 2009.
- Wrote and directed a silent, short-film titled 'Neighbours' which was the college's official entry in the film-making competition at Mood Indigo 2009, cultural festival of IIT Bombay.
- Assistant Director in the production of an educational film titled 'To be or not to be' with Aakar Knowledge Solutions Pvt. Ltd. in July 2007.
- Instructor in the Scientifica 2007 program with Aakar Knowledge Solutions Pvt. Ltd. The work consisted of conducting curriculum-based, science workshops with students of the 7th and 8th grade.