SWAPNIL MENGADE | Game Programmer

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA
Master of Entertainment Technology, GPA: 3.58/4.0   Aug 2018 – May 2020
Courses: Building Virtual Worlds, Computer Graphics, Visual Story

Birla Institute of Technology and Science (BITS) Pilani, Goa, India
Bachelor of Engineering (Hons.) in Electrical and Electronics, GPA: 8.36/10.0   Aug 2012 – May 2016
Courses: Object Oriented Programming, Creative Multimedia, Computer Programming, Network Programming, Cinematic Art, Microprocessors & Interfacing, Signals & Systems, Product and Brand Management, Principles of Management

SKILLS

Languages: Java, C#, SQL, JavaScript, Python, C++, JSON, XML, HTML
Tools: RESTful API, Spring Framework (MVC and JDBC), Ext JS, Git, Perforce, JUnit, TestNG, Mockito, Agile, JIRA
Platforms: Unity 3D, Visual Studio Code with Unity Debugger,
                Eclipse IDE, SQL Developer, MySQL, Apache Maven, Ant, Tomcat, Log4j, IntelliJ IDEA
Software: Adobe Photoshop, Premiere Pro, Autodesk Maya

EXPERIENCE

Application Developer, Oracle Corporation, Bangalore, India   June 2016 – July 2018
- Worked in the data platform team for Responsys and CXAudience- Oracle Marketing Cloud products
- Built RESTful Webservices APIs using Spring framework (Java, Ext JS, SQL) on Eclipse IDE and SQL Developer
- Integrated Oracle Integration Cloud Service and Oracle Business Intelligence Enterprise Edition to these products

Software Development Intern, [24]7.ai, Bangalore, India   July 2015 – Dec 2015
- Worked as a part of Product Engineering- R and D team associated with [24]7 Assist for Chat platform
- Built scripts for Automating Cluster Configuration process using Groovy and Spring JDBC on IntelliJ IDEA

ACADEMIC PROJECTS

- **Project Condors,** ETC, Programming   Spring 2019 - Present
    - Scope: 5 months project · Interdisciplinary and cross cultural team of 6
    - Client: NBA 2K Visual Concepts, Deliverable: Reimagining basketball in a way which is more accessible and fun
    - Prototyped 7 different ideas, currently iterating on a gliding and nosediving ball gameplay in Unity 3D with scripting in C#
- **Building Virtual Worlds,** ETC, Programming and Co-Producer Role   Fall 2018
    - Scope: 1-2 weeks projects · Interdisciplinary and cross cultural teams of 5 · 5 different games
    - Rapid prototyping, conceptualizing, iteration, collaboration, communication
    - Interfaces: HTC Vive and Oculus Rift Virtual Reality, Meta 2 Augmented Reality, Phidgets, Xbox Controllers
    - Built with Unity 3D and scripted in C# for Windows PC
- **Caperoid Game,** Creative Multimedia, BITS   Spring 2015
    - Scope: 1 month project · Interdisciplinary team of 3
    - A Microsoft Kinect Sensor platform Windows PC game built on Unity 3D and scripted in C#
- **Mess Management System GUI**, Object Oriented Programming, BITS   Fall 2014
    - Scope: 3 months project · Team of 7
    - Built Graphical User Interface using Java, MySQL for database, hosted it on Wampserver

PERSONAL PROJECTS

- **Red and Blue**, A Mobile Arcade Game for Android published on Google Play store   June 2017 – Aug 2017
- **Time for Bed**, Global Game Jam (Won the Jammer's Choice Award in Pittsburgh out of 46 games)   Janaury 2019

CERTIFICATES

- Coursera Online Courses
    - Game Design and Development Specialization by Michigan State University
    - An Introduction to Interactive Programming in Python Part 1, Part 2 by Rice University
    - Algorithmic Toolbox by University of California, San Diego & National Research University Higher School of Economics
- Network Management by Nettech