

Sarvesh.S

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TECHNICAL SKILLS

LANGUAGES

Proficient: C++, C#.

Experienced: C, Python, Java, JavaScript.

IDE/ENGINES

Unity 5, Unreal 4, py-Game.

OTHER

Git, Sketchup, Perforce, 3ds Max, Visual Studio, OpenCV, OpenGL.

PLATFORMS

Windows PC, Microsoft Kinect, PS Move, Oculus Rift, SteamVR (HTC Vive), HoloLens, Leap Motion, Myo Gesture Control ArmBand, Makey Makey, Google Tango, GearVR.

RELEVANT COURSE WORK

- Object Oriented Programming.
- Algorithm Design and Analysis.
- Data Structures.
- Visual Story.
- Computer Graphics.
- Rapid Prototyping in Unity.
- Procedural Content Generation.
- Unity Speed Tree and Terrain Editor.
- ImageProcessing using OpenCV.

HOBBIES

- Playing games.
- Solving puzzles.
- Competitive programming.
- Watching Soccer.

SARVESH SUBRAMANIAN

GAMEPLAY PROGRAMMER

CAREER OBJECTIVE

To obtain an opportunity where I can use my skills to create unique interactive experiences by leveraging my ability to work in a fast-paced environment with speed and accuracy.

EDUCATION

CARNEGIE MELLON UNIVERSITY, PITTSBURGH, PA.

MASTER OF ENTERTAINMENT TECHNOLOGY (2015 – 2017)

AMRITA SCHOOL OF ENGINEERING, Coimbatore, India

BACHELOR OF COMPUTER ENGINEERING (2011 – 2015)

ACADEMIC EXPERIENCE

BUILDING VIRTUAL WORLDS

(Sep 2015 – Dec 2015)

- Rapidly prototype interactive experiences in small diverse teams in cycles of 1-3 weeks using Unity5.
- Developed a Kinect game with gesture detection.
- Developed a racing game with Oculus Rift and PS move
- Developed a music game using Oculus Rift and GuitarHero Controller. An interactive VR experience using Myo Gesture Control Armband and Oculus Rift.

VR AND INTERACTIVE STORYTELLING

(Jan 2016 – April 2016)

- Using Steam VR and Unreal 4 to create VR experiences in collaboration with Legendary Pictures.
- Responsible for Programming the interaction as well as the Gameplay, AI part of the experience.

WORK EXPERIENCE

Legendary Entertainment

(Aug2016 – present)

VR Engineering Intern

Part of the VR team responsible for developing and engineering interactive storytelling experiences for next generation VR and AR technologies.

Sony

(May2016 – Aug2016)

Engineering Intern

Part of the Sony's Intelligent Technology team where I am responsible for developing dynamic procedural algorithms capable of building millions of different type of houses, apartments with each & every room completely detailed with furniture in a natural fashion.

GetVu

(Oct2014 – Apr2015)

Unity Developer

Developed an android application that can project augmented reality contents on an android phone using Unity and Android Developer Tools. The AR contents are controlled using various Leapmotion Gestures.