Kanishk Rajeev Chhibber

Programmer

kchhibbe@andrew.cmu.edu +1-(412)-636-2591 kanishkchhibber.wordpress.com

OBJECTIVE

To obtain a programming internship in the entertainment industry for Summer 2016.

EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA Aug 2015 - May 2017
Master of Entertainment Technology
Relevant Courses – Building Virtual Worlds, Visual Story, Improvisational Acting

Vellore Institute of Technology – Vellore, India Aug 2009 – May 2013
Bachelor of Technology in Computer Science and Engineering
Relevant Courses – Data Structures and Algorithms,
Human Computer Interaction, Artificial Intelligence, Computer Graphics

SKILLS

Programming – C, C++, C#, Java, HTML/CSS, PHP, JavaScript
Platforms – Oculus Rift, Kinect, PS Move, Leap Motion, Makey Makey, Myo armband
Tools – Unity 3D, Trillium Software Systems, Eclipse IDE, Perforce, Premiere Pro

EXPERIENCE

Ford Motor Company – Chennai, India July 2013 – May 2015
Application Developer in the Marketing, Sales and Service Department
- Developed and deployed projects to standardize and cleanse customer data for USA, CAN and MEX.
- Built and deployed projects to get rid of duplicate customers in the database for USA, CAN and MEX.
- Led a project to manage Ford of India customer data.
- Worked in Agile software development environment.

Tata Consultancy Services – Mumbai, India June 2012 – July 2012
Software Engineering Intern
- Analyzed raw server data from various sources and presented the analysis in a graphical format.
- Analysis assisted in bringing about improvements in design and functionality of Tata's internal server.

PROJECTS

Building Virtual Worlds (Programmer) – Entertainment Technology Center Aug 2015 - Dec 2015
- Designed and developed four virtual worlds, each completed in 1 to 3 weeks with changing 4-member teams.
- Applied rapid prototyping and collaborative problem solving.
- Conducted several playtests to design the game mechanics.

Multimodal Biometric Recognition System - Vellore Institute of Technology Jan 2013 - May 2013
- Implemented a graphical user interface based system which takes input from two different modalities – face and fingerprint.
- Authenticated the user only if the input matched beyond a threshold value.

Library Management System - Vellore Institute of Technology Sep 2012 - Oct 2012
- Developed a system which maintains a database of all the books in a library along with details like availability and location of the book.
- Implemented a search functionality based on the author name, publisher or genre.