RAJEEV MUKUNDAN
Programmer / Designer

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Education

Carnegie Mellon University (CMU), Entertainment Technology Center (ETC) (Expected May 2018)

- Master of Entertainment Technology

SSN College of Engineering, India

- Bachelor of Engineering (Electronics)

Courses Taken

Game Design, Computer Game Programming, Building Virtual Worlds, Visual Story, Data Structures and Algorithms, Object Oriented Programming

Skills

Languages

C#, C++, Python, Javascript, Java, PHP, HTML5, NodeJS, AngularJS

Software

Unity3D, Maya, Git, Perforce, Visual Studio, Adobe Photoshop

Platforms

HTC Vive, Oculus, Google Daydream, Kinect, LeapMotion, Android, iOS

Activities

Professional Violinist (Indian Classical Music), having toured extensively around the world giving performances. Have received many awards for the same.

Work Experience

Psychology Department, CMU, Pittsburgh   **June 2017 - Aug 2017**
Research Intern

- Worked with the Speech Perception and Learning lab to design and create a 2D game in Unity with experimental audio based game mechanics to help people train their auditory attention skills.
- Developed a comprehensive web based tool using Angular JS that allowed researchers to set up various experiments and conduct user studies with ease.

Nilee Games LLP, Mumbai, India   **Oct 2014 - May 2016**
Game Programmer

- Developed over 15 games across web and mobile interfaces using Unity and Phaser JS, for Childline UK, a counselling service for children below the age of 19.
- Also played the role of Technical Designer and prototyped many experimental gameplay systems in Unity.

Lister Technologies Ltd, Chennai, India   **Aug 2011 - Sep 2013**
Senior Programmer

- Led a team of 6 in end to end development of an e-commerce portal using PHP and MySQL.
- Headed a Product Design team of 5 and designed an adaptive online marketing platform in Java that gave real time targeting and customer segmentation based on user behaviour and purchase patterns.

Projects

Voyage, ETC, Pittsburgh
Programmer

- Currently working on a asymmetric social VR educational experience that helps teachers teach the concept of biomes by simulating a virtual field trip by putting the entire classroom together in a virtual forest.
- Designed the user interface and continuously iterated the experience based on playtest studies with the entire classroom and figuring out what interactions and interfaces work best for group activities in VR.

Wizards of Coz, ETC, Pittsburgh
Programmer / Designer

- Worked with our client Anki, to curate novel experiences with their consumer robot Cozmo, using Python. Contributed code to Anki's developer community through their forums.

Building Virtual Worlds, ETC, Pittsburgh
Programmer / Designer

- Used agile methodologies to rapid prototype interactive virtual worlds using Unity3D across multiple platforms like HTC Vive, Oculus, Kinect, etc., within a short duration of 2 weeks in small diverse teams.