Ann Maria Jose
Gameplay Programmer

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OBJECTIVE

To obtain an internship in the gaming industry for summer of 2019.

EDUCATION

Carnegie Mellon University – Entertainment Technology Center (ETC), Pittsburgh (PA)
Master of Entertainment Technology   May 2020
Asian Institute of Gaming and Animation (AIGA), Bangalore, Karnataka, India
Diploma in Game Programming   2017 – 2018
**Rajagiri School of Engineering & Technology (RSET) - Mahatma Gandhi University,
Cochin, Kerala, India**
Bachelor of Technology in Computer Science & Engineering   2011 - 2015

SKILLS

Programming - C#, Java, Python, C, JavaScript, HTML/CSS, C++
Platforms   - Meta2 (AR), Vive VR, Phidgets, PC, Raspberry Pi
Software   - Unity, Perforce, Maya, Photoshop

ACADEMIC PROJECTS

Building Virtual Worlds (Programmer) - Fall 2018, ETC
- Worked in a team of 5 members to create rapidly prototype experiences within 1-2 weeks.
- Implemented gameplay and platform specific interactions.
- Successfully maintained aggressive schedule until project completion.
- Collaborated with artists and sound designers from diverse backgrounds and varied creative perspectives.

JavaScript & Unity Games – 2017 - 2018, AIGA
- Re-created 2D games using JavaScript. Some of the games are Dangerous Dave, Space Invaders, and Snake Race.
- Developed 2D and 3D PC games such as Brick Breaker, Space Shooters using Unity.
- Created 2D games in Android using Unity. The games are Solitaire, Pacman, and Math Game.

Facial Expression Recognition – Spring 2015, RSET
- Worked in a team of 3 members to create an eigenvector based system.
- Recognized the six basic facial expressions of the human behavior from digital facial images.
- Programming Language used was MATLAB.

Automation of University Examination Evaluation - RSET
- Built a website using NetBeans IDE and MySQL.
- Automated different activities in the evaluation process of M.G University examinations.

PERSONAL PROJECTS

Unity Games
- Made a two-player Android tapping game - "Tug of War".
- Created an FPS single-player game.
- Developed "Slide" – a sliding puzzle game.

PROFESSIONAL EXPERIENCE

Cognizant Technology Solutions, Pune, India
Programmer Analyst   March, 2016 - May, 2017
- Created reports using IBM Cognos Reporting Tool.
- Generated queries using MySQL.
- Team lead of MFRP project in Cognizant during training.

Internship, CIO's Challenge   February – April, 2015
- One among the 3 students selected from RSET to be a part of the CIO's challenge.
- Developed an application named "Societal Touch" to maintain all social activities carried out by the organization.