

# Ann Maria Jose

Gameplay Programmer

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**PORTFOLIO**

<https://annmariajose1412.wixsite.com/portfolio>

## 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

**Relevant Coursework:** Computer Graphics, Building Virtual World, Research issues in Game Development: XR, Game Programming, Production and Leadership

## SKILLS

**Programming** - C#, Java, Python, C, JavaScript, HTML/CSS, C++

**Platforms** - HTC Vive VR, Meta2 (AR), Phidgets, PC, Android (using Unity), Leap Motion

**Software** - Unity, Maya, Photoshop, Adobe Premiere

**Version Control** - Perforce, Bitbucket, GitHub

## ACADEMIC PROJECTS

**Team Echoes (Producer, Programmer) - Fall 2019, ETC**

- Working on a game with a purpose to gamify audio collection for Bosch and Philips
- Huge design challenge – making audio collection fun
- Responsibilities include being the IT liaison, assigning tasks and motivating the team to achieve our goal

**The Slimes - Team Olympia (Graphics and Gameplay Programmer) - Spring 2019, ETC**

- Worked on a VR game (HTC Vive and Leap Motion) in a slime-themed world for EA Maxis
- Technically challenging making slime in Unity with Leap motion controllers
- Explored soft body physics and fluid simulation (Flex plugin) to give our players the feeling of slime

**Building Virtual Worlds (Programmer, Producer) - 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
- Ideated game design and brainstormed ideas with team members
- Honed teamwork skills by communicating across roles

**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 games (PC and Android) such as Brick Breaker, Space Shooters using Unity

## PROFESSIONAL EXPERIENCE

**College of Engineering, CMU**

**VR Simulation Intern**

May, 2019 - Present

- Setup and develop interactions in a VR environment
- Assist with CTAT integration

**Cognizant Technology Solutions, Pune, India**

**Programmer Analyst**

March, 2016 - May, 2017

- Created reports using IBM Cognos Reporting Tool and 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

## OTHER ACTIVITIES

- Worked part time as a front office employee in Pizza Hut
- Event Head of "Code Scramble" for the National level Techfest 'Abhiyanthriki 2K14'
- Volunteered in Outreach as a teacher – taught Mathematics and English to students of class 1-10