

# SUNIL SANDEEP NAYAK

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## **OBJECTIVE**

To secure a Summer 2017 Internship as a Tools Programmer / Technical Artist

## **EDUCATION**

**ENTERTAINMENT TECHNOLOGY CENTER, CARNEGIE MELLON UNIVERSITY, PITTSBURGH, PA**

Master of Entertainment Technology

**AUG 2016 - MAY 2018**

**NATIONAL INSTITUTE OF TECHNOLOGY KARNATAKA, SURATHKAL, INDIA**

Bachelor of Technology in Computer Engineering

**JUL 2012 - MAY 2016**

## **SKILLS**

- Python, C, PyQt5, JavaScript, C#, C++
- Unity3D, Autodesk Maya, Perforce, Linux, OS X, Win 10
- Logic Pro X, GarageBand, FL Studio, Audacity, Wwise
- iMovie, Adobe PremierePro, Adobe Audition

## **ACADEMIC PROJECTS**

**Project Hindsight - ETC, CMU, Pittsburgh, PA**

**JAN 2017 - Present**

- Working as a programmer and technical artist - using Unity3D (C#), ShaderLab (Cg) and Autodesk Maya (Python)
- Working on scripting interactions, tweaking existing shaders, handling live action footage and making Maya tools
- Working in a team of 6 on emotional storytelling with interactive live action in VR using photorealistic 3D objects with the Oculus Rift and Oculus Touch platforms.

**Building Virtual Worlds - ETC, CMU, Pittsburgh, PA**

**Fall 2016**

- Worked as a programmer and Maya tools programmer for specific projects
- Worked as a sound designer and helped with production and game design for creating games and virtual experiences
- Worked in teams of 5, changing on an average of every two weeks, with a new project each time
- Worked with platforms like Oculus Rift, Leap Motion and HTC Vive and used Unity3D, Wwise, Maya, and Logic Pro

## **EXPERIENCE**

**Research Intern**

**Mitacs Globalink Research Internship Program - SFU Surrey, Canada**

**Summer 2015**

- Roles - *Gameplay Programmer, Level Designer, Storyboarding, Narrator*
- Designed a Harry Potter themed game with Unity3D, the Oculus Rift and Razer Hydra to conduct research on Human Spatial orientation in Immersive Virtual Environments

## **PERSONAL PROJECTS**

**Stair Generators for Maya 2017 - Solo Project**

**2016 - Present**

- A set of tools for Maya 2017 that help create and dynamically modify staircase models. Uses PyQt5 and Python

**BeeBall - Global Game Jam 2017 - Global Game Jam 2017 - Team of 4**

**Spring 2017**

- Worked as a Technical Designer in a team of 4 on a game called "BeeBall" built in 48 hours for GGJ 2017
- Won the "Best Theming" Award at the Pittsburgh Site

**PyTabber - Solo Project**

**2015 - Present**

- An open source Easy Guitar-Tab Maker for beginners, which tabs different guitar solos in the way it is easiest to play