

TUSHAR ARORA

Cell: 412.799.4819

Portfolio: tushar22arora.webs.com

Email: tushar@cmu.edu

OBJECTIVE

Seeking a position as a programmer in the entertainment industry.

EDUCATION

CARNEGIE MELLON UNIVERSITY – ENTERTAINMENT TECHNOLOGY CENTER
Master of Entertainment Technology

Pittsburgh, PA
(expected) 05/2014

ANNA UNIVERSITY
Bachelor of Computer Science Engineering

Chennai, India
05/2011

TECHNICAL SKILLS

Coding	C/C++	C#	.Net	java	Android sdk
Software	Unity3D	XCode	Visual Studio	Perforce	

EXPERIENCE

Software Engineer – Google ATAP team, (co-op) 01/2014 – 05/2014

- Writing APIs and integrating with Unity3D, Google APIs for new unnamed tech.
- Responsibilities include game design and prototyping for new technology.

Lab Associate Intern – Disney Research Pittsburgh, Walt Disney Imagineering R&D 05/2013 – 08/2013

- Worked with vision team and Integrated machine vision cameras with Unity for an interactive exhibit with real time video processing.
- Made 3 games in Unity and conducted a game design study with weekly playtests for players aged 4-10.

Programming TA (Teaching Assistant) - Building Virtual Worlds, Carnegie Mellon University 01/2013 – 12/2013

- Helping 82 students do rapid prototyping in Unity 3D on a variety of platforms.

Game Programming Intern, Golive Gaming Solutions Limited 04/2012 – 07/2012

- Developed Android game (Indian Taxi), using Unity3D, that was placed in the top 7 Apps in the Intel UltraBook AppLab Contest in Bangalore, India in August 2012.
- Wrote game mechanics for the game.

Systems Engineer, Infosys Limited 06/2011 – 03/2012

- Maintained the C++ backend of financial product (Finacle) of the company.

KEY PROJECTS

PROTOCELL (personal) 05/2013 – Present

- Programmer and producer of a **STEAM Greenlit** Indie game under development. Demoing at PAX Prime 2013 to get noticed early.
- Planning goals and modularizing work among 3 teammates and co-programmers.

SPEARHEAD (ETC) 08/2013 – 12/2013

- Lead programmer on a team of 4 involved in experimental usage of Oculus Rift.
- Made prototypes on Augmented Reality (AR), tower defense genre, simple gesture recognition, motion tests, audience camera extension for the oculus rift.

KITES [KIDS TAUGHT & ENTERTAINED USING SMALLAB] (ETC) 01/2013 – 05/2013

- Lead programmer on a team of 7, developing educational games and tools for the SMALLAB platform.
- Created a customizable elapsed time game with various modes and difficulties for 2nd – 5th grade students. Wrote some features like zoom in/out and scrolling up/down for the visual teaching tool for SMALLAB.

MARKOV DECISION PROCESS AS A FRAMEWORK FOR MULTI-AGENT GAME (undergrad) 07/2010 – 04/2011

- Implemented Markov framework with multi-agent coordination and pre-defined policies to enable computer controlled team to win against opposition team.
- Published "MDP as a Framework for a Multi-Agent Game" for the IEEE sponsored International Conference on Machine Learning and Computation (ICMLC) in February 2011.