
SUMMARY

A competent and adaptive Software Developer with work experience in game programming and computer graphics. Knowledge of various programming languages and graphics libraries.

TECHNICAL SKILLS

Programming Languages: C++, C#, Java , C
Libraries/ APIs: DirectX9/10, HLSL, STL, OpenGL, GLSL, SQL
Tools: Visual C++, SVN, Eclipse, XCode, Renderman

WORK EXPERIENCE

Assistant Programmer, Co-op, 1st Playable Productions, Troy, New York (1, June 2009 - 31, August 2009)

Games:

World of Zoo: Implemented minigames, user interface menus and gameplay progression logic. Fixed various bugs. Assisted in profiling for memory fragmentation.

Ben 10 Alien Force: Vilgax Attacks and

Club Penguin: Herbert's Revenge: Fixed gameplay related bugs. Tested Levels. Scripted in-game logic.

Platform/Languages: Nintendo DS, C++, Lua

Staff Scientist, Graphics & CAD Division, Centre for Development of Advanced Computing (C.D.A.C.), Mumbai, India (August 2006 – July 2008)

Sashariri: A Text-Speech-Animation Package for Indian Languages. Researched and implemented phoneme - viseme mappings and GUI. Linked package to a Text to Speech System.

Platform/Language: Linux, Java, Art of Illusion

Graduate Assistant at RIT (2009 -2010): Teaching assistant for programming courses.

Course Instructor, CDAC: Taught the PCCP (Programming in C and C++) module for diploma students at CDAC. Evaluated student projects.

PROJECTS

The Trip: Graduate Capstone Project. A four player co-op 'mock' survival horror game developed in C# and XNA. Implemented deferred lighting system, rendering system, effects, level manager, content pipeline and level editor. Designed map layout and item placement.

Prometheic: A 3-D puzzle adventure game developed in C++ and DirectX 10. Implemented rendering system, shader system, texture manager, terrain manager, mesh loader and effects. Integrated systems into the engine framework. Tracked and fixed memory leaks. Created heightmaps and designed levels.

Friendly Fire: A four player 2-D game in which players square off against one another in an open arena. Created concept, design and initial architecture. Implemented the rendering, input, HUD, UI system and weapon logic. Developed using C++ and DirectX 9.0c

Terrain Generator: Generates a 3-D Terrain from images. Implemented the heightmap interface, GUI, image information routines, and wrote documentation. Developed using C++ and OpenGL.

Raytracer: A Recursive Raytracer implemented in C++. Implemented the basic algorithm, different lighting models and tone reproduction.

Shatter Soul: A Game Treatment Document for an Action-Adventure game. Designed game mechanics, concept, story, script and level overview.

EDUCATION

Graduate Assistant

M.S. - Game Design and Development,
Rochester Institute of Technology, NY

GPA: 3.9/4.0
2008-2010

B.E. - Computer Science and Engineering,
K.E.C., Dwarahat, India

2002-2006

EXTRA CURRICULAR

- Soccer : Captain in Undergraduate College, winner of Intra College tournament. Leaders in current Intramural League
- Volleyball : First in College Championship
- Stood first in Intra-College Quiz Competition