

# L U V N E E S H M U G R A I

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## EDUCATION

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New York University Tandon School of Engineering

Brooklyn, NY

**Bachelor of Science** – GPA: 3.91

May 2019

- Major: Computer Science
- Minors: Game Engineering and Integrated Digital Media
- Courses: Operating Systems; Introduction to Game Programming; Design and Analysis of Algorithms; Linear Algebra and Differential Equations; Data Structures and Algorithms; Discrete Mathematics; Object-Oriented Programming

## TECHNICAL SKILLS

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Software: Linux/Unix; Microsoft Office; Git/GitHub; Android Studio; Unity3D; Adobe Creative Cloud; Visual Studios; RPG Maker VX Ace

Programming: C/C++; C#; Java; Python; HTML; CSS; JavaScript

## WORK/RESEARCH EXPERIENCE

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### Gilly Works

*A startup aimed at creating user-friendly, fun and entertaining apps for iOS and Android*

**Co-Founder/CTO**

Dec. 2016 – Present

- Game Designer/Developer – Color Drift
- Game Designer/Developer – Gilly Connect

### Amalgamated Bank

New York, NY

**Information Technology Intern**

July 2017 – August 2017

- Created flowcharts and workflow diagrams, using Microsoft Visio, to breakdown the DC37 Process while working with my supervisor and Trust Operations division
- Performed internal validations and quality assurance on the eNar system to look for faults and bugs and report directly to head software developer of the team
- Developed a program, using C# and SQL, to use on a weekly basis to parse over 30,000 atm and credit card transactions, append data into database, and check for and identify credit card fraud

### Rain Reality

New York, NY

*A student team of designers, developers, and marketers with a mission to help teachers integrate augmented reality to their students learning environments*

**Junior Unity Developer**

Jun. 2017 – Present

- Operate directly with co-founder to design and build an augmented reality physics simulator using Vuforia and Unity, including scenes for inelastic collisions and Newton's Cradle
- Document instructions and protocols to use OpenCV, which allows for greater freedom of control with image processing, as back-end library for real-time augmented reality applications
- Work in conjunction with other intern and designer to expand and redesign Evolution Of Earth HoloLens project into an augmented reality mobile application using Unity and OpenCV

### New York City Department of Parks and Recreation

New York, NY

**Game Design Intern**

July 2016 – Aug. 2016

- Taught game design logic and guided 25 teens to create games with RPG Maker VX Ace
- Coordinated with instructor to support content generation and draw interest in game design, while implementing teamwork dynamics

## PROJECTS

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### Color Drift – Unity/C# (2017)

- Color-based reaction game in which players tap circles the same color as the character in a test of reflexes and color perception, with over 25,000 cumulative downloads
- Developed space-efficient and optimal algorithm for user input and endless gameplay

### Gilly Connect – Unity/C# (2017)

- Multi-directional version of connect four, with single- and two-player modes
- Worked with my team to design 3 versions of the artificial intelligence opponent
- Responsible for coding game logic for two-player mode, ball movement, and winner check

### XNA 3D Space Shooter – C# (2016)

- Designed a 3-D asteroid shooter utilizing matrices to optimize smooth translations, rotations, and scaling during gameplay