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

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EDUCATION

New York University Tandon School of Engineering — Brooklyn, NY
Bachelor of Science — May 2019

- Major: Computer Science
- Minors: Game Engineering; Integrated Digital Media
- GPA: 3.89/4.0
- Courses: Design and Analysis of Algorithms; Linear Algebra and Differential Equations; Data Structures and Algorithms; Discrete Mathematics; Object-Oriented Programming

WORK/RESEARCH EXPERIENCE

Gilly Works
Co-Founder — Dec. 2016 – Present
Game Designer/Developer – Color Drift — Dec. 2016 – Present

- Color-based reaction game, in which the player taps circles the same color as them
- Developed optimal algorithm for user input and endless gameplay

Game Designer/Developer – Gilly Connect — Jan. 2017 – Present

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

New York University Game Innovation Lab — Brooklyn, NY
Artificial Intelligence Assistant Researcher — Dec. 2016 – Present

- Learning about artificial intelligence to mimic human gameplay

New York City Department of Parks and Recreation — New York, NY
Game Design Intern — July 2016 – Aug. 2016

- Taught game design logic to a class of 25 youth and teen members
- Assisted students in creating their own video games using RPG Maker VX Ace
- Coordinated with instructor to support content generation and generate interest in game design, while implementing teamwork dynamics

CODING PROJECTS

BestNameEver – Python/Pygame
Game Designer/Developer

- Worked with a team member to design an endless single player two-dimensional shooter game and a user-friendly tutorial level
- Efficiently coded to support multi-directional player movement while shooting
- Created a tracking algorithm, optimizing enemy movements to move toward the player

XNA 3D Space Shooter – C#
Creator

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

TECHNICAL SKILLS

Software: Linux/Unix; Microsoft Office; Git/GitHub; Android Studio; Unity3D; Slack; Adobe Creative Cloud; Visual Studios
Programming: C/C++, Java, C#, Python, HTML, CSS