

# Harsh Choudhary

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## Programmer

### Skills:

- **Programming Languages:** C# (2 years), Java (3 years), C++ (<1 year)  
Python (<6 months)
- **Software/Tools:** Unity, AWS, Unreal Engine, Visual Studio, Mono Develop, Git, Photoshop, Autodesk Inventor, Oculus Rift, Matlab/Octave, Python Data Tools
- **Programming:** Data Analysis, Machine Learning, iOS and Android app development, C# server applications
- **Gameplay Programming:** AI Scripting, Core gameplay features such as player controls, interaction with world, and UI scripting
- **Mathematics:** Math skills such as vector math, calculus, and basic linear algebra

### Experience:

- Building a machine learning addition for our game that will allow complex AI features to be easily achieved such as adapting to player's behaviors.
- Lead Game Designer/Programmer and Founder of Game Development Team of 7
  1. Currently leading an indie development team of 12 people
  2. We are working on a cooperative multiplayer heist modern game.
  3. Responsible for developing gameplay and structuring tasks for team members efficiently.
  4. Using Unreal Engine 4 for development
- Participated in FBLA (Future Business Leaders of America) for Computer Game and Simulation Programming – Placed 8<sup>th</sup> Place Nationally in the 2015 conference
- Machine Learning course from Coursera, finished course in 2 weeks and got a 100% grade.
- Machine learning applications in game development and other fields.
- Participant of various hackathons including HackDFW. Winner of award: Best Use of Amazon Web Services at EagleHacks.

- At least a little bit of experience in most areas of game development gained through developing video games solo and managing various tasks.

### **Projects:**

- **The Perfect Score** (PC, Co-Op), (Feb 2016 – Present)  
A cooperative heist experience being currently developed with a focus on cooperatively robbing a variety of locations with an emphasis on teamwork, strategy, and tactics. Being developed with UE4.
- **Antivirus of the Future**(PC), (Nov 2014 – July 2015)  
An educational theme assigned to work on as per the rules for the 2015 FBLA competition for Computer and Game Simulation. The player plays the role of an antivirus in a network to eliminate malware.
- **Weather Wizard** (PC + Oculus Rift), (Feb 2016)  
An Oculus Rift game developed for multiplayer weather simulation and an educational experience designed to achieve a game in which players join 1v1 matches through LAN networks and use warm and cold fronts to create tornadoes, hurricanes, thunderstorms, and regular rain to destroy the opponents base.
- **Master Server** (Platform Agnostic), (April 2016)  
A server that holds IP addresses of currently connected hosts through either Amazon DynamoDB or EC2 cloud instance. NAT – Punch through solution. Works with Unity out of the box and thus buildable for any platform Unity supports. The EC2 solution uses a low level Socket framework which is easily transferrable among any language or platform.
- **Skyline** (Android), (April 2016)  
An Android app that uses GPS and pictures to calculate position and identity of any building on the skyline or even a mountain summit or any object. Can be used for hikers to gauge distance when other forms of location fail or this solution is simpler. Currently still in touchup stage.
- Small Projects such as a simple Endless Runner, Stealth classic and a few others. These were for the most part mobile games developed with Unity. (July 2015 – Feb 2016)

### **Miscellaneous:**

- **Favorite Games:** Order and Chaos Online, Modern Combat 5, Hearthstone, Guild Wars 2, Battlefield 4, Vainglory, Assassin's Creed

- **Favorite Books:** Avid reader of Brandon Sanderson, Robert Jordan, Orson Scott Card and George R.R. Martin...anything to do with fantasy or sci-fi.
- A long time gamer especially of MMOs, MOBAs, RTS, FPS, and RPGs. Over thousand connections with people in the gaming community.