Nagasumukh Hunsur Dinesh

https://nagasumukh.github.io/3D$_{portfolio}$

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EDUCATION

George Mason University Fairfax, VA
Master of Science in Computer Science; GPA:3.78/4.0 *Aug. 2022 – May. 2024*

Vidyavardhaka College of Engineering Mysuru, India
Bachelor of Engineering in Information Science *Aug. 2016 – Jul. 2020*

EXPERIENCE

InOrbit Systems Philadelphia, USA
Intern Game Developer *May 2023 - Aug 2023*
- Conceptualized and implemented a dynamic and contextual HUD system for an Unreal game, delivering a captivating game-play experience to players.
- Elevated the game's immersive ambiance through implementation of HUD transitions harmonizing with the art style and game-play aesthetics.
- Collaborated with a team of artists to import high-quality assets and particle effects, ensuring a polished final product.

Juego Studios Private Limited Bangalore, India
Software Developer *Jan 2020 - Aug 2022*
- Spearheaded the development and deployment of a diverse range of iOS and Android games using Unity Engine with C#, including engaging arcade, MMO, and Role-playing titles.
- Demonstrated expertise in configuring variety of SDKs, encompassing Google API's, Firebase, Facebook API's, Google Ads, and Unity In-App Purchases.
- Engineered and executed innovative editor scripts to seamlessly integrate SDKs, resulting in a substantial 30% reduction in project delivery time and heightened team productivity.

PROJECTS

Campus Feedback System | *Docker, Rancher, Jenkins, GitHub, Docker Hub* Feb. 2023 – May. 2023
- Developed a feedback system for a university campus, empowering students and faculty to provide valuable insights on facilities, services, and courses.
- Implemented the utilization of Docker to efficiently package and deploy project components, increasing scalability by 70% and reducing deployment time by 40% approximately.
- Automated build, testing, and deployment with Jenkins, linked to GitHub and Docker Hub. Organized clustered deployment on AWS through Rancher for optimized container control.

Coin Kings | *C#, Unity* Apr. 2021 – Dec. 2021
- Incorporated event system in the game allowing clients to change reward image and type based on back-end data.
- Utilized UDP to receive event rewards from back-end and updated game state accordingly, resulting in a more engaging game-play experience.
- Integrated Unity's animation tools to create smooth and seamless transitions between reward states, resulting in an immersive and enjoyable user experience.

JobConnect - A Job Portal Website | *ReactJS, JavaScript, MongoDB* Jul. 2023 – Oct. 2023
- Devised a user-friendly job portal website using React, including features with React Three Fiber for a visually engaging user interface.
- Employed Tailwind CSS to ensure responsive, visually appealing design across devices.
- Designed the backend with MongoDB for efficient data storage and retrieval, improving the overall user experience for job seekers and employers.

PROGRAMMING SKILLS

Languages: C#, Java, Python, C++, MySQL, HTML/CSS, Javascript

Platforms:Git/GitHub, Rider, Visual Studio, Firebase, .Net, AWS(Docker, Rancher, Jenkins, Docker Hub)

OS: Windows, Android, iOS, MacOS, Linux