Nihav Jain | Game Programmer

http://nihaviain.info

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Skills

Languages	C++, C, C#, Java, ActionScript 3.0, Python, Assembly (68k and 8086)
IDEs	Visual Studio, Eclipse, NetBeans, XCode, Flash Develop
Game Engines	Unreal Engine 4, Unity 3D
Version Control	Perforce, Git, Subversion
Web	PHP, MySQL, JavaScript (incl. AngularJS, JQuery), HTML5, CSS3
Others	Oculus SDK (Unity3D), Box2D, HTML5 Canvas, OpenCV, Adobe Flash, Adobe Photoshop, JIRA

Experience

THE CHANNELER | LEAD PROGRAMMER | DECEMBER 2015 – PRESENT | UCF FIEA

- The Channeler is a role playing game for PC, which uses eye-tracking as the core game mechanic, being developed in Unreal Engine 4, in a team of 13 graduate students at FIEA
  - Extended the Tobii EyeX Unreal C++ plugin (for eye tracking) to detect blinking, status of individual eyes, head tracking and modified the plugin interface to be more friendly for gameplay programmers to use
  - Developed data visualizers in C# for all the collected gameplay analytics
  - Wrote a "storytelling" API in C++ for Unreal Engine to control the flow of scripted events and branched dialogue trees. Also created a visual front-end tool for the same, using HTML5 SVG, wherein the producers could draw the scene with branching conditions and references to dialogue audios

C++ DATA DRIVEN GAME ENGINE | PROGRAMMER | JAN 2016 – APR 2016 | UCF FIEA

- Developed in C++11 and uses XML as a scripting language
  - The scripting language supports arithmetic and logical expressions, function calls, loops and branching statements
  - Implemented an asynchronous event system, object factory and a runtime dynamic data-type storage system
  - Coded STL replacements for common data structures like Hashmap, Vector, Stack, Linked List and Graph

C++ CROSS PLATFORM GAME | PROGRAMMER | DEC 2015 | UCF FIEA

- A cross-platform version of Angry Birds using C++ / OpenGL for PC and ported it to C++ / DirectX for the original XBOX
  - Wrote a platform agnostic XML driven level design and sprite animation system
  - Ported Box2D and TinyXML desktop libraries to XBOX

PIPE THAT UP | PROGRAMMER | FEB 2016 – APR 2016 | UCF FIEA

- Android game developed in Unity3D / C#, uses the hydraulic analogy to teach high school students the concepts of electricity
  - Developed algorithms to validate laws of electricity for circuits consisting of complex series and parallel connections

KITE FITE | PROGRAMMER | SEPT 2015 | UCF FIEA

- Kite Fite is a 2 player game developed in Adobe Flash / AS3.0, where you have to knock out the opponents kite using a weapon attached to the tail of your kite
  - Developed a "*weapon creation tool*" in ActionScript for the producers to experiments with different shaped weapons and its attributes like speed, damage and rope flexibility

Education

UNIVERSITY OF CENTRAL FLORIDA | FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY |

M.S. IN INTERACTIVE ENTERTAINMENT | AUG 2015 – DEC 2016 (EXPECTED)

- Masters degree program in video game development – Programming track

BIRLA INSTITUTE OF TECHNOLOGY & SCIENCE, PILANI, INDIA |

M.SC. (TECH.) INFORMATION SYSTEMS | 2011-2015

- 4 year undergraduate program equivalent to a B.S. in Computer Science degree