Nihav Jain | Software Engineer

http://nihavjain.info

669-234-2775 | nihav.jain13@gmail.com | https://www.linkedin.com/in/nihavjain

Skills

Languages	C++, C, C#, Java, ActionScript 3.0	**IDEs**	Visual Studio, Eclipse, NetBeans, XCode
Game Engines	Unreal Engine 4, Unity 3D	**Web**	PHP, MySQL, JavaScript, HTML5, CSS3
Version Control	Perforce, Git, Subversion, Repo/Gerrit	**Others**	Oculus SDK, Box2D, HTML5 Canvas, OpenCV, Adobe Flash, Adobe Photoshop, JIRA

Experience

MAGIC LEAP | SOFTWARE ENGINEER (SDK & TOOLS) | AUGUST 2016 – PRESENT

· *Magic Leap is a US startup which is developing a new Mixed Reality computing platform*
  · Design the architecture of the software development kit (SDK) which will be used by other software developers to create games and applications for the Magic Leap platform
  · Develop and maintain the native C/C++ layer of the SDK which can be integrated with any existing software and game framework to enable it to develop for Magic Leap
  · Write the SDK integrations for popular game engines like Unreal and Unity Engine to enable its developers to publish their games on Magic Leap devices without having to learn a new software or API

Projects

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, developed in Unreal Engine 4, with a team of 12 graduate students at FIEA. The game was presented at the Intel University Games Showcase 2017.*
  · 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 visualizers for heat maps and other level specific analytic data in C#
  · Wrote a "storytelling" API in C++ for Unreal Engine to control the flow of scripted events and branched dialogue trees
  · Worked with the other team leads on planning sprints, game design decisions and managing tasks for the other programmers

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

· *Developed a data driven game engine and a supporting scripting language for it from scratch in C++11*
  · Implemented arithmetic and logical expressions, function calls, loops and branching statements in the scripting language
  · Developed my own Runtime Type Information system with the ability to go up and down the class hierarchy
  · Implemented an asynchronous event system, object factory and a runtime dynamic data-type storage system

ANGRY BIRDS | 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

Education

UNIVERSITY OF CENTRAL FLORIDA | FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY |

M.S. IN INTERACTIVE ENTERTAINMENT | AUG 2015 – DEC 2016 | GPA: 3.97 / 4.0
  · 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