

NEERAJ SINGH THAKUR

Game Programmer

nrjnicks@gmail.com
(+60) 11 36942293, (+91) 979 569 4418
<http://home.iitk.ac.in/~stneeraj/>
<https://www.linkedin.com/in/nrjnicks/>

I am IIT Kanpur graduate, experienced in leveraging agile frameworks to provide a robust code for high level development having confident command over Unity3D, C#, C++. Skilled in AI, UI, 3Cs, Optimization, Render Pipelines, VR/AR. I am creative, self-motivated, critical thinker, excellent communicator and very passionate about games.

Work Experience

Centre for Content Creation, Game Programmer,

(Jan18 - Present)

- Using IP characters to build game aiming to teach biology for **iOS** platform using **Unity3D** and **C# (VS code IDE)**
- In-charge of builds and debugging of **Android** platform. Using **Git** version control on Source Tree and Fork
- Built special skills, weapon auto-toggle, status & hit VFX, **gyro** camera mini-game and in-game alert system
- Adept in **AI, 3Cs, Animations, UI, Shader Graph, Debugging, Optimization** and Scriptable **Render Pipeline**

Build Corner, Client Programmer, Freelancer,

(Nov 17 - Jan 18)

- Wrote Surface Shaders from scratch in **Cg/HLSL** for VR **Oculus Go** to create realistic 'Tile Visualizer' with runtime editable patterns and most optimized Unity3D settings. System installed in over 10 major cities of India

Mech Mocha Game Std. Pvt. Lim., Game Programmer Intern,

(May 16 - July 16)

- Multiplayer unitypackage**: Built communication library layer using C# and Java. Used **Bluetooth API** & **Nearby Connections** and **Messages API** for offline and online communication for Unity3D and Android Studio

Indie Game Developer and Gameplay Programmer

(May14 - Present)

- Retro Snake3D**: **Procedural generated** levels| Android| Level Design| Game Balancing| Shipped
- Chemical Carriageway**: Infinite runner| Android| Unity3D, C#| Performance, Size Optimization| Shipped
- Mixed Reality Encyclopedia**: **VR/AR** edutainment android application for **Google Cardboard** built in 24-hours of **Microsoft Code.fun.do** hackathon at IIT Kanpur

(Visit my portfolio for more projects and information)

Publications

Reactive Display for Virtual Reality: Designed and built **3D interface** to browse through 360° contents in Virtual Reality and instigate feeling of discovery while exploring contents using **Homography** (Computer Vision) and dynamic field of view of cameras. Tackled the problem of nausea caused by existing interfaces by providing an intermediate interface. Paper published at **ISMAR** (IEEE Symposium on Mixed and Augmented Reality)

Technical Skills

Programming Languages

C# (3+ years); Cg/HLSL, C++, Java, Js, C (2+ years); MATLAB, Python, HTML

Game Engines and IDEs

Unity3D, Android Studio, Visual Studio Code, MonoDevelop, Sublime Text

SDKs and APIs

Google VR, Nearby Connections and Messages, Vuforia AR, OpenGL, Bluetooth

Version Control & Tools

Git (Source tree, Fork and Terminal)

Software Development

Domain, Test-driven and Agile development, Continuous Integration and

Processes & Methodologies

Delivery, Prototyping, SOLID, Scrum, Dynamic Systems Development Method

Education

Indian Institute of Technology (IIT) Kanpur, Bachelor of Technology,

(Jul 13 - Jul 17)

Major: Materials Science and Engineering, **CPI: 8.0/10.0**

- Data Structure & Algorithms, Computer Science, Graphics, Fundamentals of Computation, Analytic Geometry
Physics, Calculus, Trigonometry, Algebra, Design Patterns, Software Architecture, Object Oriented Programming