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 in-game alert, **gyro** camera mini-game, special skills, weapons auto-toggle, status and hit VFX system
- Adept in **AI**, **3Cs**, Animations, UI, **Shader Graph**, Debugging, **Optimization** and Scriptable **Render Pipeline**

Build Corner, Unity Programmer, Freelancer, *(Nov 17 - Jan 18)*

- **Smart Display** ⬈**:** Wrote Surface Shaders from scratch in **Cg/HLSL** for VR **Oculus Go** with runtime editable patterns and configured for 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)*

- **Shiro Dash** ⬈**:** Client Development| Game Design| Design Document| Unity3D, C#| Ads| Analytics| Shipped
- **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 Processes & Methodologies	Domain, Test-driven and Agile development, Continuous Integration and 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