

### Publications

**Reactive Display for Virtual Reality:** Proposed/Built 3D interface to browse through 360° contents in VR and instigate feeling of discovery while exploring 360° and normal content. Poster Paper published at ISMAR (IEEE Symposium on Mixed and Augmented Reality)

### Work Experience

**Centre for Content Creation, Jr. Game Programmer,** (20-Jan -18 to Present)

- Helping team building their new game aiming to teach biology to younger audience in an interactive way
- Helped in maintaining AI system, UI, built in-game framework, Optimization and Bug fixes
- Actively participated in discussions and proposed new methods to improve and optimize functionality

**Talking Pixel, Game Programmer, Intern,** (1-Nov-17 to 1-Jan-18)

- **Cricket Rivals:** Card Game| Android| C#, Unity3D| Ongoing
- **Magical Shiro Dash:** Infinite-run-dash| Casual| Android Game| C#, Unity3D| Shipped Title

**Build Corner, Unity Programmer, Freelancer,** (7-Nov-17 to 15-Jan-18)

- **Tile Visualizer:** Shaders| Patterns| VR, Oculus| Realistic room walkthrough| Unity3D| Ongoing

**IIT Kanpur, Consultant Game Developer,** (1-Sept-16 to 2-Dec-16)

- **KHEL (Knowledge Hub for E-Learning):** Multiplayer education game| junior high school students

**Mech Mocha Game Std. Pvt. Lim., Game Programmer Intern,** (7-May-16 to 21-July-16)

- **Multiplayer unitypackage:** Proximity SDK| Bluetooth, Wi-Fi| Nearby API| Java, Android Studios| C#, Unity3D
- **Tanker3D demo game:** Turn-based multiplayer| First-person shooter| Android
- **Prototype/Gameplay Mimics:** Candy Crush (King)| Pocket Tanks (Blitwise)| Fashion Fever (GLU)

**Indie Game Development** (May 2014 to Present)

- **Retro Snake3D:** Casual| Android| Custom, Procedural generated levels| Unity3D| C#| Shipped Title
- **Chemical Carriageway:** Infinite-runner| 2D Android Game| Unity3D| C#| Shipped Title
- **Mixed Reality Encyclopedia:** Educational AR-VR game| Cardboard SDK, Unity3D| code.fun.do(Microsoft) project
- **Anthropocene- The Game:** Strategy game| Android| Social awareness in climate change| Academic project
- **Rite (Race it Till the End):** Racing, Survival, Arcade Game| PC | Unity3D| JavaScript| Programming club project
- **Prototype/Gameplay Mimics:** Tower Defense| First person shooter| Fashion| Match-3| Escher Effect

### Technical Skills

#### Programming Languages

C#, C++, C, Java, JavaScript, Python, MATLAB

#### Game Engines and IDEs

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

#### SDKs

Google Cardboard, Vuforia, Google Nearby Connections & Nearby Messages

#### APIs

Open GL API, Bluetooth API

### Education

**Indian Institute of Technology (IIT) Kanpur, Bachelor of Technology,** (July 2013 to July 2017)

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

- Relevant undergraduate courses: Data Structure & Algorithms, Computer Graphics, Fundamentals of Computation, Calculus & Analytic Geometry, Linear Algebra, Engineering Graphics, Computational Methods in Engineering

### Extracurricular Activities

- Gave lectures on Unity3D, introduced game development for the first time at IIT Kanpur during GDG Google Dev Fest
- Mentored 7 teams of students under Programming Club, IIT Kanpur, and helped them in developing their first game
- **Head Show Management, Core Team, Techkriti 2016, IIT Kanpur:** Part of a team of 20 students who planned and conducted India's biggest technical and entrepreneur festival with a budget of over ₹20 Million (Apr 2015 to March 2016)

## Blogs

**Designing Game to Teach Soft Skills:** Four-part blog, focusing on advantages in game-based learning and teaching soft skills to players using different genre games published at Gamasutra.

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