NEERAJ SINGH THAKUR
Game Programmer

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Work Experience

Game Developer Intern, Mech Mocha Game Std. Pvt. Lim., Karnataka, India *(May 2016-July 2016)*

Project name: Multiplayer unitypackage
- Developed **Proximity SDK** which uses **Bluetooth** and **Wi-Fi** connections for communication in Unity3D
- Created **plugin** using **Android Studio** to add core features like Bluetooth, Nearby Connections & Messages
- Tested plugin by building an online-offline **turn-based multiplayer first-person shooter game**
- Developed multiscreen multiplayer game by mimicking mechanics of **Pocket Tanks (**Blitwise)
- Game coded in C# and plugin in java, used Unity Editor Programming to make work more efficient

Other key Projects
- Built **Match-Three mini-game** with various combo moves
- Mimicked the game mechanics of **Fashion Fever** (GLU) using Unity3D
- Built **multilingual feature** for Chota Bheem Himalayan Adventure (company's first game)
- Played and analyzed various games, articulated their strengths and weaknesses to deconstruct games and suggested in-game **story** and **dynamics** of upcoming company's games

Indie Game Development *(May 2014-Present)*

Game Projects:
- **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| Monument Valley
- **Valley of the End:** Environment Designing| Unity3D| Naruto Series

Technical Skills

Programming Languages	C#, Java, JavaScript, C, Python, MATLAB
Game Engines and IDEs	Unity3D, Android Studio, MonoDevelop, Sublime Text, NetBeans
SDKs	Google Cardboard, Vuforia, Google Nearby Connections & Nearby Massages
APIs	Open GL API, Bluetooth API

Education

Bachelor of Technology, Indian Institute of Technology, *(July 2013- April 2017(expected))*
Major: Materials Science and Engineering, CPI: 7.7/10
- 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**