

## Work Experience

**Lead Game Programmer**, Indian Institute of Technology Kanpur *(Part-Time) (Sep 2016-Present)*

**Project name: KHEL (Knowledge Hub for E-Learning)**

- Leading a team of 2 programmers and 5 artists to develop a multiplayer educational game for junior school students, supervised by Madhya Pradesh State Government

**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 and C#
- 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**

**Other key Projects**

- Mimicked the game mechanics of **Candy Crush** (King), **Pocket Tanks** (Blitwise) and **Fashion Fever** (GLU)
- 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 Messages

**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