

NEERAJ SINGH THAKUR

Game Programmer

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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 layer between Unity3D and Android Studio using **C#** and **Java**. Used **Bluetooth API** & **Nearby Connections** for offline and **Messages API** for online communication

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 & Messages, Vuforia AR, OpenGL, Bluetooth
Version Control & Tools	Git (Source tree, Fork and Terminal)
Software Development Processes & Methodologies	Domain-driven, Test-driven and Agile development, Continuous Integration & 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