

# GOVIND ROSHAN BELLARY

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[Click here for my Portfolio!](#)

## WORK EXPERIENCE

### Senior Game Developer

Create Neptune

📅 09/01/2022 – Present

📍 Dallas, TX

- Designed and shipped 10+ modular, mobile-friendly games across educational and casual genres, featuring **real-time PvP multiplayer (PUN and Photon Quantum)** and fully **data-driven UI systems**.
- Put **OpenCV-based computer vision** in real-time gaming through CLAHE, bilateral filtering, and adaptive thresholding with native C++.
- Led **multiplayer architecture** for a PvP boxing game with rollback netcode and real-time sync, and turn-based tabletop games.
- Developed **sensor-integrated experiences** such as Skylar's Run, incorporating real-time EEG input over Bluetooth into gameplay.
- Optimized **rendering performance** with Profiler, RenderDoc, memory pooling, LODs, and texture pipelines across constrained devices.
- Experienced in **shader development and post-processing** while balancing visual quality and runtime efficiency in mobile and WebGL.

### Software Engineer Intern

Butlr Technologies

📅 09/01/2021 – 01/07/2022

📍 Burlingame, CA

- Worked with **ECS, Burst compilers and State machines** in Unity in process optimization, and specialized in networking.

### Game Programmer

Create Neptune

📅 06/01/2021 – 08/31/2021

📍 Boston, MA

- Designed procedurally generated mountains in Unity 3D, with peaks growing in real time based on user-submitted thoughts tied to a topic.

### Graduate Research and Teaching Assistant

Northeastern University

📅 01/17/2021 – 07/15/2022

📍 Boston, MA

- Lead the development of an AR Hololens app for the training of industry workers using object tracking libraries (**VisionLib & MRTK**).

### Junior Game Developer

Gameshastra

📅 11/01/2018 – 08/31/2020

📍 Hyderabad, India

- Played role of **UI and Network Developer** in titles: Hungama Games's Cricket Lite, JamCity's Vineyard Valley, IGT's Casino Games.

### Software Engineer

Milople Technologies

📅 01/29/2018 – 09/30/2018

📍 Gujarat, India

- Designed and developed an **AR app on Unity** to detect flat surfaces and place furniture models, with **scaling, rotation, and positioning**.

## SKILLS



## PROJECTS

### 3D Graphics Engine

📅 January 2022

- Built out a 3D rendering **Graphics Engine** with support for Bezier Curves, lighting, matrix operations and more in **C**.

### Tower Defense, Platform Runner & Breakout Polished Games

📅 January 2022

- Made 3 games using a **Game Engine** written from scratch with **SDL2 in C++**, for Windows and MacOS → [GitHub](#)

### Hierarchical Modeling System

📅 December 2021

- Built a **2D and 3D rendering system in C**, including Z buffering rendering → [GitHub](#)

### VR Balloon Shooter

📅 July 2021

- On **Unity for Oculus Quest 2** → [GitHub](#)

### Behaviour Tree System

📅 January 2021

- Built a **BT system in C#** to show ease in creation and modification of behaviors just by changing a configuration file.

### Hunt the Wumpus

📅 Aug 2020

- Hidden Maze game in **Java and Swings** with portals, shooting, and a config file to swap all in-game assets.

## EDUCATION

### MSCS - spec. in Artificial Intelligence

Northeastern University

📅 Sept '20 – Aug '22 📍 Boston, Massachusetts

### B.Tech in Computer Science Engr.

ICFAI University

📅 Aug '14 – Aug '18 📍 Hyderabad, India