

GOVIND ROSHAN BELLARY

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[Know me better by viewing my Repositories!](#)

WORK EXPERIENCE

Senior Game Programmer

Create Neptune

Sept 2022 – Present

Dallas, Texas

- Architect of a dynamic and data driven UI Screen system as well as many other game play designing editor tools.

Graduate Teaching Assistant - Game Artificial Intelligence

Northeastern University

Jan 2022 – June 2022

Boston, Massachusetts

- Mentoring students in different AI used in creating a game.

Software Engineer

Butlr Technologies

Sept 2021 – Jan 2022

Boston, Massachusetts

- Integrated ECS, Burst compilers, FSMs in a Data Visualisation app.

Graduate Research Assistant

Northeastern University

Sept 2021 – Dec 2021

Boston, Massachusetts

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

Game Programmer

Create Neptune

Jun 2021 – Aug 2021

Boston, Massachusetts

- Worked on development of procedurally generated terrains in Unity.

Graduate Teaching Assistant - Game Programming

Northeastern University

Jan 2021 – May 2021

Boston, Massachusetts

- Designed coursework to create a polished 3D game in Unity3D.

Junior Game Developer - Unity 3D

Gameshastra

Nov 2018 – Aug 2020

Hyderabad, India

- Played role of UI and Network developer in titles like Hungama Games's M S Dhoni, JamCity's Vineyard Valley, IGT's Casino Games.

Software Engineer

Milople Technologies

Jan 2018 – Aug 2018

Bengaluru, India

- Made an app to track flat surfaces, augment the furniture on them, scaling, rotating via touch, addition of more than one furniture model.

SKILLS

C++ C C# OOP Unity
Unreal Engine Godot Visual Studio
Architecture Design Game Design
GitHub Python Agile Systems

PROJECTS

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 config file to change the assets of game.

Events and Object Pooling

Nov 2019

- Sync, Async events, object pooling in C#.

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