GOVIND ROSHAN BELLARY

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Click here for my Portfolio!

WORK EXPERIENCE

Senior Developer - Unity
Create Neptune

📅 Sept 2022 – Present 📍 Dallas, Texas

- Architect of several hyper-casual education oriented games, dynamic data driven UI, PvP multiplayer games with Photon Quantum.
- Implemented OpenCV pre-processing techniques like Bilateral filtering with Adaptive Thresholding and CLAHE.
- Worked on development of procedurally generated terrains in Unity.
- Created pipelines to streamline resource sharing between Art, Design, and Engineering teams. More about me on my Portfolio!

Graduate TA for CG, Game AI, Game Programming
Northeastern University

📅 Jan 2021 – Aug 2022 📍 Boston, Massachusetts

- Mentored students in building a custom C++ Graphics Engine, implementing game AI algorithms, and mastering Unity fundamentals. Designed a 7-week course to create and publish a polished 3D game using Unity and C#.

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

- Lead 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

Junior Game Developer - Unity
Gameshastra

📅 Nov 2018 – Aug 2020 📍 Hyderabad, India

- Played role of UI and Network developer in titles like Hungama Games's Cricket Lite, 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

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

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