

SHANTANU BHATIA

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EDUCATION

New York University
Abu Dhabi
Abu Dhabi, UAE
May 2019

B.Sc in Computer Science
GPA: 3.65

Modern School
New Delhi, India
March 2015

All-India Senior School Certificate

TECHNICAL SKILLS

Programming Languages

C, C++, C#, Go, Java, JavaScript, PHP, Python, Rust

Web Development

HTML, CSS, Node.js, Flask, Express.js, Bootstrap

Other Tools

Adobe Photoshop, Adobe Premiere Pro, Arduino, Autodesk 3DS Max, Blender, Unity, Unreal Engine 4

PROJECTS

Destinator: IBM Watson-Based Travel Guide
Web Development

- Created web app for travel destination recommendation based on personality type
- Used Twitter scraping and IBM Watson Personality Insights API to construct user personality profiles
- Matched user profiles to travel destinations based on existing database of destination/personality matches

Good Living Web App
Web Development

- Website for suggesting ideal residential locations for users based on lifestyle
- Using user preferences on the types of establishment they wish to live near, computed ideal residential locations within a given city/district.
- Using Google Maps API, plot computed location data as heatmap for display.

Holi Cricket VR
C#, Unity, SteamVR

- Created single-player Cricket game for SteamVR in Unity
- Finished product exhibited at NYU Abu Dhabi Arts Center Open Studios Exhibition

WORK EXPERIENCE

NYU Abu Dhabi Writing Centre
Web Design and Development
February 2016 – May 2016

- Designed and developed multilingual poetry sharing website, translationnetwork.org

Lamba Inc
Mobile Game Design & Development Intern
June 2017 – August 2017

- Drafted Game Design Document for online multiplayer mobile game. Designed game core loop, mechanics and monetization scheme
- Prototyped game mechanics in Unity for review by CTO and as reference for development team.

LEADERSHIP

HackAD Computer Science Student Group

Vice President
September 2016 – December 2016

- Worked with leadership team to organize tech workshops and events
- Organized NYU Abu Dhabi's first student-led Hackathon
- Conducted Unity game prototyping and web design workshops

PausedAD Games Student Interest Group

President
January 2018 – May 2018

- Worked with team to organize video-game related events
- Conducted workshops in board game design and video game prototyping in Unity