

Shrey Khosla

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TECHNICAL SKILLS

LANGUAGES

Java, Processing, C#,
C++, Javascript, C



TOOLS

Unity3D, Git,
Vim, Bash

DESIGN

HTML, CSS, Photoshop,
Sony Vegas Pro

LINKS

 /shreykhosla
 /ShreyK

EXPERIENCE

UKEN GAMES | QA ANALYST INTERN

Jan - May 2015 | Toronto, CA

- Part of the game-design prototyping process during the 4 months of co-op.
- Pair Programming sessions to help build the prototype using **JavaScript (ES6)** and **Ruby on Rails**.
- Tested 7 HTML5 based games on Android, IOS, Blackberry, Amazon and Windows devices on a daily basis.

UNIVERSITY OF WATERLOO | RESEARCH ASSISTANT, HUMAN COMPUTER INTERACTION

April - Aug 2014 | Waterloo, CA

- Built desktop applications to help in the development of a PhD thesis in "Large Scale displays in Public Areas".
- Used **Processing** and third party **Kinect SDK** to develop a 3D virtual room environment for thesis testing and user data collection.

INTERCONNECT | PROJECT MANAGER ASSISTANT

Aug - Sept 2013 | Dubai, U.A.E

- Wrote the Functional Requirements Document which detailed improved design concepts for customer schools websites.

PROJECTS

INSPIRE | ANDROID

SHREYKHOSLA.COM/INSPIRE

Incorporated **Asynchronous HTTP requests** for daily quotes and common **Data Structures** to hold Favorites. Currently under development. Working on adding a backend with **Parse** to store user-generated content.

GAME DEVELOPMENT | WEB/DESKTOP APP

SHREYKHOSLA.COM/GAMES

Control: Built in 5 hours at the SE-hackathon. Made with slick2d as a 3rd Part Game Library for **Java**.

Endeavor: 2D infinite space-shooting runner. Made with vanilla **Java** using my own Game Engine.

Point: First Game built with **Java**. Turret-Defense based Game built for Touch surfaces.

GAME ENGINE | OPEN SOURCE

[GITHUB.COM/SHREYK/ENGINE](https://github.com/ShreyK/Engine)

Lightweight Engine which gives the user an easy way to start and readily use the Window and 2D Rendering methods in the Java standard libraries.

ACTIVITIES

Velocity: An innovative and entrepreneurial environment with access to mentors and the latest technologies.

Programming 101: Volunteered at the GI Jam hackathon for 2 terms to give an introduction to game development.

Soccer Intramural Intermediate Division

EDUCATION

UNIVERSITY OF WATERLOO | SOFTWARE ENGINEERING W/ CO-OP

Sept - Aug 2018 (expected)

2013 Presidents Entrance Scholarship

2013 Engineering International Student Scholarship