

# Sujay Tripathy

## Education

08/2016 - 12/2020	<b>University of Utah - H.B.S in Computer Science with Emphasis in Entertainment Arts and Engineering</b> <ul style="list-style-type: none"><li>GPA : 3.2</li><li>Dean's List</li><li>Relevant Coursework: Data Structures and Algorithms, Advanced Algorithms, Traditional Game Development, Alternative Game Development, Linear Algebra, Computer Networking, Computer Graphics, Machine Learning, Database Systems</li></ul>
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## Experience

06/2018 - 07/2018	<b>Game Programmer Intern</b> <i>Splat Studio</i> <ul style="list-style-type: none"><li>Create gameplay prototypes for presentation to technical staff and management.</li><li>Solicit, obtain, and integrate feedback from creative and technical staff into original game design.</li><li>Review or evaluate competitive products, film, music, television, and other art forms to generate new game design ideas.</li><li>Work with Unity and the HTC Vive to develop new VR experiences.</li></ul>
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## Projects

08/2019 - 05/2020	<b>Chicken Chuckin</b> <i>Gameplay/AI Programmer</i> <ul style="list-style-type: none"><li>3D action/racing game made in Unreal. Launched on Steam April 2020.</li><li>Responsible for the game's mechanics and AI by utilizing behavior trees, blackboards and blueprints.</li><li>14 member team.</li></ul>
01/2019 - 05/2019	<b>GrimRage</b> <i>Programmer/Designer</i> <ul style="list-style-type: none"><li>Publisher Demo build of a 3D top down action game made in Unity.</li><li>Worked on writing the AI for the enemies, implementing the animations, scene lighting, sound, particle effects, and designing levels.</li><li>6 Member team.</li></ul>
01/2019 - 05/2019	<b>Aim'N</b> <i>Programmer</i> <ul style="list-style-type: none"><li>Publisher demo build of a 2D Aim trainer made in GameMaker Studio.</li><li>Worked on writing behavior of target movement, implementing particle effects, sound, and designing new game modes.</li><li>3 Member team.</li></ul>
06/2018 - 08/2018	<b>PlaneVR</b> <i>Programmer/Designer</i> <ul style="list-style-type: none"><li>Prototype developed using Unity with OpenVR SDK for HTC Vive.</li><li>Added player controls, enemy AI behavior using Bezier curves, animations, particle effects, sounds.</li><li>2 Member team.</li></ul>

## Personal Info

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sujay.tripathy@gmail.com

**Date of birth**  
02/19/1998

**GitHub**  
github.com/SujayTripathy

**Portfolio**  
SujayTripathy.github.io

## Skills

Unity  
Unreal/Blueprints  
C/C++/C#  
Python  
Agile/Scrum Tools  
Git/Perforce  
HTML/CSS/JS/Bootstrap  
SQL

## Activities

Member of the university game development club. Work on games during monthly Game Jams.

Mentor for incoming CS students in the school of computing, Fall-2018.

Volunteering at the campus pantry.

Volunteering at the university organic garden.