

Amit Nemani

VR Developer/Gameplay Programmer

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<https://ventus-ire.github.io/portfolio/>

Software Engineer (Full-Stack Developer)

NSWCDD (Dahlgren Civilian) from Sept. 2022 – Present

- Deployed VR and iOS applications to the Air Force to train operators on weapon systems.
- Pioneered NSWCDD's adoption of iOS development to allow the creation of tablet-based training software
- Created reusable shaders and UI assets and used programming to create technical art and front-end systems
- Spearheaded gamifying old training courses, improving student operator retention by at least 80%
- Designed particle systems that could display AI generated Neural Radiance Fields (NeRF) and Gaussian Splats
- Produced sound effects as a foley artist to recreate gunshot sounds and make UI sound effects
- Programmed systems to manage audio assets
- Engineered motion captured animations to demonstrate training procedures

Software Engineer

SCCI (Dahlgren Contractor) from Nov. 2020 – Sept. 2022

- Developed and delivered a VR trainer for student operators
- Implemented hand-tracked interactions and UI using Varjo SDK and Leap Motion
- Engineered assets to enhance visual feedback including shaders, animations, and VFX
- Optimized large CAD files, lighting, and point clouds for VR
- Conceived solution for recorded motion captured tutorials
- Produced and delivered a supplementary iPad app for student operators

Production Assistant

Workinman Interactive from May 2016 - January 2018

- Collaborated with teams of developers and artists to iterate on multiple projects quickly
- Worked primarily as a quality assurance tester
- Created sound assets and voice overs for games aimed at a youth audience

Awards

2022 – **Technology to Warfighter Award**, for delivering the 30mm Gun Weapon System Virtual Reality Trainer.

- A virtual reality trainer that teaches operators how to manage and maintain the 30mm GAU-23 in a safer environment at a fraction of the cost.

Education

Rochester Institute of Technology
Bachelor of Science in Game Design and Development
Graduated December 2019

Northeastern University, D'Amore-McKim School of Business
Completed 1.5 years towards Bachelor of Science Degree in Business Administration

Skills (Software)

- Unity 2023.2.18, 2022.3, 2021, 2020, 2018.3.7
- Unity Shadergraph, VFX Graph
- Git
- iOS App Deployment, XCode
- VR Development for Varjo, Vive, Oculus
- Unreal Engine 4, Unreal Engine 5
- Adobe Audition, Audacity, Ableton Live 10
- Blender, Maya 3D, InstaLOD

Skills (Languages)

- C#, C++
- HTML, CSS, JavaScript

Interests

- Virtual Reality
- Game Design and Creation
- Tennis
- Guitar

Security Clearance

Secret Clearance
Nov. 2020 - Present