Amit Nemani

VR Developer/Gameplay Programmer

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Software Engineer for VR Development

SCCI (Contractor for Dahlgren) from Nov. 2020 – Present

- Developed and delivered a VR trainer for student operators
- Programmed hand-tracked interactions and UI using Varjo SDK and Leap Motion
- Created assets to enhance visual feedback including shaders, animations, and VFX
- Optimized large CAD files, lighting, and point clouds for VR
- Developed solution for recorded motion captured tutorials
- Lead development and full delivery of 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
- Tested games for quality assurance
- Created sound assets and voice overs for games aimed at a youth audience

Projects

Vrm, 2019 – Lead Developer for VR Interactions

- Lead a team of developers and kept records of progress of other interactions
- Improved outdated VR Arm interactions to be compatible with modern version of Unity
- Developed a diegetic UI for displaying arm information

VR Interactions, 2019 – Sole Developer

- A series of interactions that simulate real-life scenarios made in Unreal Engine 4
- Developed a knife that cuts through meshes, virtual headphones, and a system to simulate stone skipping

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

- Unity 2021, 2020, 2018.3.7
- VR Development for Varjo, Vive, Oculus
- Unreal Engine 4
- C#, C++
- Apple iPad, XCode
- HTML, CSS, JavaScript
- Audacity, Ableton Live 10
- Blender, Maya 3D, instaLOD

Interests

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