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| **NITISH VICTOR** | |
| [nithishvictor@gmail.com](mailto:nithishvictor@gmail.com) | +1-585-957-3502 | [nitishvictor.com](http://nitishvictor.com/) | |
| **SKILLSET** | |
| **Languages:** C/C++, HLSL, C#, Python, JavaScript, Java  **Technologies:** DirectX 11, Unity, Unreal Engine, .NET, Node.js | |
| **PROJECTS** | |
| **GAME ENGINE**  **Game Systems** | **RIT, Rochester**  **January 2018 – May 2018** |
| * Built a DirectX 11 based game engine with features such as debug draw, in-game console, a job system and an event system while collaborating with team members to integrate animation, AI and physics. * Developed a demo which showcased above engine features along with asynchronous resource loading/unloading. | |
| **2 WEEKS LATER**  **Gameplay Prototype** | **RIT, Rochester**  **April 2018** |
| * Developed a tower defense and real time strategy hybrid game prototype in Unity 2017 (C#). * Featured base building where players could build towers and walls in a given base to defend it. * Real-time control of soldiers and builders to tactically fend off waves of enemies. | |
| **RENDERING ENGINE**  **Graphics Project** | **RIT, Rochester**  **January 2018 – May 2018** |
| * DirectX 11 Engine with a focus on Normal Mapping, Lighting, Water effects reflections and refractions, instancing, terrain generation with texture mapping and post processing effects (Bloom, Blur, Depth of Field). * Demo showcasing engine features which had water, a rugged terrain with instanced trees and interaction of objects in a small environment. | |
| **NEUROVERSITY**  **Hackathon Project** | **Microsoft, Hyderabad**  **July 2015** |
| * A cross-continent project where teams from Redmond and Hyderabad collaborated to develop a game suite called “**NeuroVersity**: Games for Autism” to help neurologically diverse children. * Developed a game in Unity (C#) where in which pitch of speech was used to control the character in-game. | |
| **EDUCATION** | |
| **ROCHESTER INSTITUTE OF TECHNOLOGY, NY**  **Master’s in game design and Development (GPA 3.87/4)** | **Rochester, NY**  **August 2017-Current** |
| * **Graduate Assistant** for the course “Data oriented programming for Games” with a focus on ECS and job systems. * Participated in Global Game Jam 2018 to develop two prototypes – “From, Davis” and “Zombies on my mind” * Developed a Real Time Strategy game using Unity (C#) for Hero Jam 2017 * Developed multiple game prototypes over a course of eight months as side projects and as part of course work. | |
| **EXPERIENCE** | |
| **ELECTRONIC ARTS**  **Software Engineering Intern** | **Redwood City, CA**  **May 2018 – August 2018** |
| * Developed a game prototype which collected face emotions and GSR data to affect gameplay through emotions. * Worked as part of the EA Digital Platform to optimize the storage used for the data collected from various games to increase efficiency in processing the data and reducing storage costs. | |
| **MICROSOFT**  **Consultant (Developer)** | **Hyderabad, Telangana**  **June 2015-June 2017** |
| * Core Team Member on Microsoft’s Connected Vehicle Platform deployed on Azure Service Fabric. * Developed an Azure based **IoT Field Gateway** (developed in C, ARM platform) which enabled Cloud-To-Device and Device-To-Cloud messages for multiple devices through the Gateway. * Developed a CRM integrated Angular.js based internal IP which allows users (using Active Directory) to generate template-based reports. | |