ARUN ABRAHAM

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EDUCATION

Rochester Institute of Technology, Rochester (2015)
- M.S. in *Game Design & Development*, CGPA: **3.87 / 4**
- Research Topics: Interactive Software Development, Computer Graphics, and Prototyping

Vellore Institute of Technology, Vellore, India (2010)
- B.Tech. in *Information Technology*, CGPA: **8.32 / 10**
- Research Topics: Computer Graphics using C++, OpenGL / GLUT & directX-9

TECHNICAL SUMMARY

Programming Languages:	**C, C++, C#,** (familiar with Java & Java Sockets)
IDE & Platform:	**Windows, Visual Studio 2012 & 13,** (familiar with Netbeans)
Source Control:	**SourceTree (with git)**, Familiar with Perforce
SDKs:	**Unity3D 4&5**, (familiar With Unreal4, Blender, Maya)
Misc Libraries:	Familiar with **Cg/HSL**,OpenGL,GLUT,directX-9 &11,Cocos2d-x,Cinder
Other Skills:	Prototyping, Motivational Design, Sketching & mock-ups

RELEVANT WORK EXPERIENCE

Programmer / Gameplay Engineer, *FRIEND-CANNON STUDIO*, Rochester (2015)
- **C#, Unity4 & 5, Cg/HSL, Blender** **(Team Size: 5)**
- Worked on Indie game ***Amirelia*** **(** www.amirelia.com **)** currently in alpha.
- *Amirelia* started as my Capstone project at RIT, and later received Startup funding from RIT's MAGIC Center.
- Designed and programmed mechanics, frameworks, levels, and shaders that incentivise co-operative play.
- Involved in Production tasks like Market Analysis, Play-testing, Fundraising, Kickstarter Campaign, etc.

Contract Android Developer, *MARSHALL PETCO*, Rochester (2014-15)
- **C#, Unity4** **(Team Size: 3)**
- Pitched, designed, and developed an Android app, *Fast Ferrets*, as part of Marshall's marketing strategy.
- Programmed underlying frameworks for User Interactions, AI behaviour, and Audio in C#.

Associate Software Engineer, *EA-MOBILE*, Hyderabad, India (2011-12)
- **C++, cocos2d-x 1.x, EAMT - Framework** **(Team Size: 8+)**
- Ported EA's apps (games as well as Visual Novels) to Android using C++, EAMT & Cocos2d-x library.
- Contributed to two of EA's frameworks, multi-platform *EAMT* and *PogoEngine* prototype for Android.

Teaching Assistant / Grader, *RIT,* Rochester (2013-14)
- Tutored undergraduate students in C++, C#, Data Structures, and Object Oriented Programming.

SELECTED PROJECTS

Fractal Tree Generator: **(Using SIMD)** **(Team Size: 2)**
- Created a recursive fractal tree simulation using CINDER (a C++ & OpenGL based Algorithmic Art library)
- Improved data read performance (75% fewer cycles) using custom B-trees that supported SIMD instructions.

Asteroids: **(Using C++, OpenGL / GLUT)** **(Team Size: 1)**
- Created a variation on the conventional Asteroids game using OpenGL rendering.
- Wrote a mini physics library using C++ & STL to handle 2D kinematics and collisions

MISC. CERTIFICATIONS

Awards:	***Amirelia*** won "**Excellence in co-operative gameplay**" at RPI gamefest (RPI - Troy, NY)
Certificate Courses:	*Intro to AI*, *Design and Analysis of Algorithms* (Stanford Engineering & Coursera)