Shantanu Das

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EDUCATION

Master of Entertainment Technology   Expected May 2017
Entertainment Technology Center, Carnegie Mellon University**,** Pittsburgh, PA

Bachelor of Technology in Electronics & Telecommunication   July 2011
Sikkim Manipal Institute of Technology, India

TECHNICAL SKILLS

Programming Skills/Tools:-

- C/ C++
- Java
- OpenGL
- Javascript
- C#

- React
- Node.js
- Unity
- Android
- openFrameworks

WORK EXPERIENCE

Pogo Team, Electronic Arts, Redwood City, California   May 2016 – August 2016
Software Engineer Intern –
- Investigated and changed pogoSDK architecture to support Pogo Games in native Android and iOS using crosswalk. Now pogo games can be ported to native mobile platforms directly.
- Changed pogoSDK implementation to support game loading over https protocol.
- Currently redesigning and developing Mahjong Safari Game in HTML 5 using React library. The game should be released by the end of August.

Sony India Software Center Pvt Ltd, Bangalore, India   August 2011 – July 2015
Senior Software Engineer
- Worked in a team of six as a Chromium engineer. My role was to optimize the graphics engine of chromium by adding new features and optimize already implemented features.
- Awarded the best leader award for leading a team of 119 employees in the annual business event in Sony India.
Software Engineer
- Developed prototypes on new ideas and concepts for natural UI using augmented reality, gesture control, face recognition etc.
- Contributed several prototypes on voice recognition UI for PS4.
- Awarded Best Techie and Best Performer of the quarter.

ACADEMIC PROJECTS & INTERNSHIPS

Run With Us, USA Track & Field Foundation, Pittsburgh   January 2016
- Worked in a team of 5 to develop a mobile application to raise awareness about Track & Field amongst children.
    - iOS – http://tinyurl.com/runwithus-ios
    - Android - http://tinyurl.com/runwithus-android
- Awarded first prize in Games for Health – Happy Fitness Challenge.

Building Virtual Worlds, Entertainment Technology Center, Pittsburgh   September 2015 – December 2015
- Programmer in a team of 5, built 5 virtual worlds in 2 to 3 week cycles.
- Worked on the following platforms Oculus Rift, Myo Armband, Kinect, PS Move, Makey Makey.

ThinkLABS Technosolutions Pvt. Ltd, Mumbai, India   June 2010 – August 2010
- Developed a Tic-tac-toe game in Atmega 128 that could be played on the HyperTerminal, controllable through a joystick.

Embedded Systems, Sikkim Manipal Institute of Technology, India   2010-2011
- Built a 6 degree of freedom Robotic Arm controllable by mouse or mobile.
- Devised a high speed line follower and optimized the PID (Proportional Integral Derivative) algorithm to take faster right angled turns.
- Developed a loop solving line following robot.

PERSONAL PROJECTS

Android   July 2013
- Created an openGL live wallpaper. The app has over 30,000 downloads in Google Play. Link – http://tinyurl.com/zjtey4x
- Developed a notification application for Sony Smartwatch – http://tinyurl.com/omz84rn