# Gaurav Nanda

Game Programmer

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## Skills

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|---|---|---|
| C++ 14 | Unreal Engine 4 | Visual Studio |
| C#/Java | Cocos2d-x | XCode |
| Swift/Objective-C | Unity 5 | Source control (Git, P4V) |

## Projects & Experience

**ROCKSTAR GAMES**/ASSOCIATE AI/GAMEPLAY PROGRAMMER
DEC, 2020 - PRESENT, BANGALORE

- Working as part of the weapons systems team on in house projects. This includes working on any relevant engine or gameplay code or tools that may be required for development.
- Applied bug fixes to the weapons systems code in Red Dead Online.

**PAPERBOAT APPS**/MOBILE GAME PROGRAMMER
DEC, 2018 - NOV, 2020, MUMBAI

### KTown
- Created a data-driven engine, on top of cocos2d-x, to populate and handle gameplay interactions with Items and Characters in a doll-house game.

### KiddKart
- Built a pseudo-3D gameplay experience "driving into the display", in a car driving, endless runner game, using cocos2d-x.
- Created a custom data editing tool to create patterns to control gameplay and flow.

**UNIVERSAL CREATIVE**/INTERN PROGRAMMER
OCT, 2017 - DEC, 2017, ORLANDO

- Implemented an extensible gameplay tool in UE4 C++ to load and apply character specific gameplay interactions for a VR prototype.
- Designed and developed the client application modules for a mobile app prototype, including the UI elements.

**FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY(FIEA), UNIVERSITY OF CENTRAL FLORIDA**/STUDENT
AUG, 2016 - AUG, 2017, ORLANDO

### The Draft, Capstone Project
- Worked on various VR Gameplay systems, including implementing an Archer character from scratch.

### Physics Model of a Boat in Water, Personal Project
- Implemented a physics model that enables a boat to utilize a collection of forces so that it behaves buoyant, accurately, on a body of water.

### Ghost Chamber
- Built a middleware, using AutoCAD API in C# to enable reading and interpreting gestures from the Kinect.

**CAPGEMINI INDIA**/SOFTWARE ENGINEER
FEB, 2014 - JUL, 2015, MUMBAI

- Worked in development of modules in any aspect of the IBM ESB platform.
- Developed a module to help automate the production support activity of our team.

## Education

**UNIVERSITY OF CENTRAL FLORIDA**/MSc in INTERACTIVE MEDIA - Major in Programming
AUG, 2016 - DEC, 2017

**UNIVERSITY OF MUMBAI**/BACHELOR OF ENGINEERING in COMPUTER ENGINEERING
AUG, 2009 - JUL, 2013