

Gauray Nanda

Game Programmer

www.gnanda.com +91 98207 48294 info@gnanda.com

Skills

C/C++ Unreal Engine 4 C# Unity 5 Java

Projects & Experience

Universal Creative/ Intern Programmer

OCT, 2017 - DEC, 2017, ORLANDO

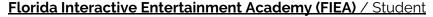
Designed and developed the client-facing modules of an internal mobile application prototype, including the UI elements.

Acted as point of contact for Perforce and Unreal Engine 4 C++.

Created a system for a project from the ground up, while also managing all source control branches, including stability builds.

Visual Studio

Perforce JIRA



AUG, 2016 - AUG, 2017, ORLANDO

The Draft, Capstone Project

Collaborated with designers to develop gameplay as an Archer in VR from scratch, using Unreal Engine 4.

Prototyped and implemented Vector tracking on hand-held player weapons in VR, enabling realistic blocking for the Enemy AI.

Ghost Chamber, Gamelab Project

Created a plugin for AutoCAD to use the Microsoft Kinect as an input device for Zoom, Orbit and Pan gestures in AutoCAD.

Engineered two, different prototypes to run a Pepper's Ghost illusion.



FEB, 2014 - JUL, 2015, MUMBAI

Developed modules for the Middleware solution of Michelin ERP-BB.

Created an automation tool with the support team for deduction of technical problems, thus improving their efficiency.

Education University of Central Florida/ MS in Interactive Media - Programming

University of Mumbai / BE in Computer Engineering

AUG, 2009 - JUL, 2013

AUG. 2016 - DEC. 2017





