Gaurav Nanda
Game Programmer

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Skills

C++ 11	Unreal Engine 4	Visual Studio
C#/Java	Unity 5	XCode
Swift/Objective-C	Cocos2d-x	Source Control (Git, P4)

Projects & Experience

PAPERBOAT APPS/ MOBILE GAME PROGRAMMER
DEC, 2018 - PRESENT, MUMBAI

KTown
- Created a data-driven engine, from scratch, to populate and handle interactions with Items and Characters in a doll-house game.
- Currently architecting a JSON level populator for the engine.

In App Purchase Manager
- Redesigning the existing purchase manager for iOS to be modular and use Swift, with content management in C++ to support cross platform.

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

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

FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY, UNIVERSITY OF CENTRAL FLORIDA / STUDENT
AUG, 2016 - AUG, 2017, ORLANDO

The Draft, Capstone Project
- Developed end-to-end gameplay for an Archer character in VR.
- Prototyped and implemented position tracking on hand-held weapons in VR, enabling realistic blocking for the Enemy AI.

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.

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

- Worked in development of modules in any aspect of the IBM ESB platform.
- Acted as point of contact for issues related to production support.

Education

UNIVERSITY OF CENTRAL FLORIDA/ MS IN INTERACTIVE MEDIA - Major In Programming
AUG, 2016 - DEC, 2017

UNIVERSITY OF MUMBAI/ BE IN COMPUTER ENGINEERING
AUG, 2009 - JUL, 2013