



# Gaurav Nanda

Game Programmer

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## Skills

C/C++

Unreal Engine 4

Visual Studio

C#

Unity 5

Perforce

Java

JIRA

## Projects & Experience



### PAPERBOAT APPS/ MOBILE GAME PROGRAMMER

DEC, 2018 - PRESENT, MUMBAI

- Architecting a level editor to be able to construct a level, by reading in a script to the Cocos2d-x engine.
- Creating a complete new game for the Kiddopia suite.



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



### FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY, UNIVERSITY OF CENTRAL FLORIDA / STUDENT

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.

#### 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

- 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 -

Major In Programming

AUG, 2016 - DEC, 2017

### UNIVERSITY OF MUMBAI/ BE IN COMPUTER ENGINEERING

AUG, 2009 - JUL, 2013