Gaurav Nanda

Game Programmer

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Skills

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 AI/GAMEPLAY PROGRAMMER
DEC, 2020 - PRESENT, BANGALORE
- Currently implementing features to better support transitions to locomotion for peds with legacy assets.
- Participating in upgrading the locomotion system and fixing any issues that arise.
- Maintaining and applying various gameplay concepts to the weapons swap system.
- Designed and created a bespoke tool to control and edit game data.

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