Gaurav Nanda

Game Programmer

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

Skills

C++ 17	Unreal Engine 4	Visual Studio
C#/Java	Cocos2d-x	XCode
Swift/Objective-C	Unity 5	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 gameplay interactions with Items and Characters in a doll-house game.
- Extended the cocos2d-x game engine, by adding Action classes for oscillating transformations of objects.

KiddKart
- Created a pseudo-3D gameplay experience "driving into the display", in a car driving, endless runner game, using cocos2d-x.
- Exposed control over the gameplay mechanics, to the designer, via a custom, header only, JSON scripting system.

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

- Implemented a custom system, in UE4, C++, to load and apply character specific gameplay interactions for a VR prototype. The system was generic in C++ code, and extensible using the UE4 blueprints.
- Designed and developed the client-facing modules for an internal mobile application prototype, including the UI elements.

FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY(FIEA), 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.
- Utilised Nvidia PhysX to obtain the physical structure of the boat, to enable breaking down of the mesh and applying physics to the boat.

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