

Sahil Gulati

Orlando, FL | +1-(254)592-4441 | sahil@sahilgulati.in | sahilgulati.in

Skills

PROGRAMMING LANGUAGES

- Primary Languages: C++, C, C#, Java.
- Other Languages: UnrealScript, Objective-C, ActionScript, 68k Assembly, ASP.Net, PHP, HTML, CSS.
- Databases: MySQL, SQL Server 2008.

SOFTWARE/TECHNOLOGIES

- APIs/SDK: Xbox XDK, Android SDK, OpenGL, DirectX, Windows Forms, WPF.
- Engines: Unreal Development Kit(UDK), Unity3d, AndEngine(Android).
- IDEs: Visual Studio 2010/2012, Eclipse, XCode, Adobe Flash, FlashDevelop.
- Source Control: Perforce, GIT, TortoiseSVN.

Experience

University of Central Florida (Florida Interactive Entertainment Academy)

PROGRAMMER | WARP DERBY | TEAM

- Gameplay Programmer. Worked on player abilities, integrating warp effects and energy system.
- C++ tool to save game data, player profile, and metrics to cloud.
- Contributed to game's network architecture.
- User Interface using combination of Scaleform, Actionscript and Unrealscript.

PROGRAMMER | PHYSICS ENGINE | SOLO

- C++ Physics Engine - used 3D math and OpenGL to mimic real world physics.
- Features 3D collision detector and constraint generator to produce different behaviors.

PROGRAMMER | BALLANCE | TEAM

- C++ 3D Game inspired from Balance by Atari.
- Worked in Team of two programmers to make it for PC using OpenGL, then port to Xbox using XDK.

PROGRAMMER | PROTOTYPES | TEAM

- Worked in teams of four/five multidisciplinary developers on two week projects to make game prototypes.
- Used technologies like Flash/FlashDevelop, XCode for iOS, Unity3D and Android SDK.

PROGRAMMER | C++ ENGINE | SOLO

- C++ Data Driven, Event based Game Engine with ability to script using XML.
- Implemented data structures like Datum and Scopes. Used RTTI runtime reflection system.

Education

UNIVERSITY OF CENTRAL FLORIDA

AUGUST 2012 – DECEMBER 2013 (EXPECTED)

- Florida Interactive Entertainment Academy(FIEA)
- M.S. Interactive Entertainment

TARLETON STATE UNIVERSITY (TEXAS A&M SYSTEM)

AUGUST 2007 – JULY 2012

- B.S. Computer Information Systems (2007-2011)
- M.S. Computer Information Systems (18 credit hours, 2011 – 2012)