‍‍ Sahil Gulati

Orlando, FL | +1-(254)592-4441 | [sahil@sahilgulati.in](mailto:sahil@sahilgulati.in) | [sahilgulati.in](http://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)