

Chaitanya Kochhar

Data-Driven Game Designer, Unity C# Game Developer, Web Developer - SMARTYPAL

Philadelphia, PA - Email me on Indeed: [indeed.com/r/Chaitanya-Kochhar/fdb40a873377b3dc](https://www.indeed.com/r/Chaitanya-Kochhar/fdb40a873377b3dc)

Willing to relocate: Anywhere

Authorized to work in the US for any employer

WORK EXPERIENCE

Unity C# Game Developer, Web Developer

SmartyPal - Philadelphia, PA - March 2016 to Present

- Start-up funded by the National Science Foundation Play Store Link.
- Rebuilt codebase (previously in Cocos2D) in Unity and C#
- Cross-platform capable of deploying seamlessly to WebGL, Android, and iOS.
- Templating Technology - A system to build games with limited Unity knowledge
- Spatial Template (demo) - Tap & move around the screen with collectibles & obstacles
- Story-telling template (demo) - event based system to create a dynamic storytelling scene
- Boardgame template (demo) - A do-it-yourself boardgame template
- Puzzlebox template (demo) - Create a puzzle box - inspired by 'Keep Talking & Nobody Explodes'
- Text Audio highlighting - Used IBM Watson to analyze audio files, generate highlight durations.
- Games Built (Designer, Developer, and Planning)
- Story-based games:
 - Go to Sleep Gecko (demo) - A folk tale about a gecko learning to co-exist with life
 - Keisha Cane (demo) - A girl with a sweet tooth makes mischief at night
 - Our Space Adventure (demo) - story about exploring space, meeting aliens, & playing games
 - Bumblebee Bat (demo) - Built for Pearson as a proof-of-concept for game-based learning
 - Super Snakes and Ladders (demo) - for Pearson to show that games can blend fun and learning
- Smart Games:
 - Instituted a 2-week process to design, develop, and release a game
 - Games that drive engagement for corporate learning - we make answering questions fun!
 - Fliq (demo) - a game inspired by Arkanoid and Snood
 - The player is asked a multiple-choice question and has to shoot the answer
- Web Development
 - Created a web front-end with ReactJS and Material UI to view game analytics
 - Wrote game content server in NodeJS
 - AWS EC2, Elastic Beanstalk, Cloudfront, S3 - Content hosting, server deployment

ANALYTICS PROGRAMMER INTERN

TRENDY ENTERTAINMENT - August 2015 to December 2015

- Extended in-house game analytics reporting tool 'Askeen' (NodeJS + REDIS + AWS S3)
- Made reports scalable, reliable, and responsive with AJAX long polling
- Used by designers, marketing, COO, and customer service

EDUCATION

MS in Interactive Entertainment

Florida Interactive Entertainment Academy
August 2014 to December 2015

B.Tech in Information Technology

VIT University
June 2010 to June 2014

SKILLS

C# (2 years), Unity (2 years), Game Design (2 years), Game Development (2 years)

LINKS

<https://www.linkedin.com/in/ckochhar/>

https://www.youtube.com/playlist?list=PLTfbQ2s8Vxu_iJoq2NwFEmYVXDUWlsHWT