

MADHAV KHANNA

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EDUCATION

NORTHWESTERN UNIVERSITY

Master of Science, Computer Science

Evanston, IL

Anticipated Dec 2020

Relevant Courseware Taken:

- Design & Analysis of Algorithms (Spring 2020)
- Introduction to Artificial Intelligence (Spring 2020)

Cumulative GPA 3.57/4.0

SRM INSTITUTE OF SCIENCE AND TECHNOLOGY

Chennai, India

Bachelor of Technology, Software Engineering –

Cumulative GPA 3.7/4.0

May, 2018

CERTIFICATIONS

Certified Unity Developer – Unity Technologies

San Francisco, California

SKILLS

Proficiency in: C/C++, C#, Racket

Familiar with: Python, Java, HTML5, CSS, OpenGL, WebGL, OpenCV

Knowledge of: Asset Management, Game Design Principles, Navigation and Path finding, Project Management, User Interface, Game Engine Development.

Software: Unity, Unreal Engine 4, Adobe Photoshop, Adobe After Effects.

WORK EXPERIENCE

Founder and CEO, GAMER'S CRUNCH STUDIOS, Gurugram

May 2019 – Present

- Built an android game which visualizes any given audio track and converts audio signals into 8 different audio bands for the frequencies ranging from 20Hz to 20,000Hz
- Successfully planned, maintained a medium scale project and released it on Google Play Store.

Junior Game Programmer, APPSOLEUT CODERS LLC, Gurugram

Jun 2018 – May 2019

- Programmed the damage system based on collision velocity and helped in the Game design of a Demolition Derby Game.
- Programmed the physics engine, data management system and menu visuals using the Unity Game Engine and C# which was tailored to design an Airplane Simulator Mobile Game.

Intern, SAI CREATIONS, Gurugram

Jun 2017

- Developed an android application for Sales Force Automation.
- Analysed the upcoming TensorFlow technology and the ways to implement it in a Sales Force Automation Application

PROJECT EXPERIENCE

Comparative study of different eye gaze tracking algorithms.

June 2019

- Published a research article in the AIP Conference Proceedings Journal under the same name. Different Eye gaze tracking algorithms were analysed based on various factors.

Developed a Particle System and a Ray-Tracer in JavaScript and WebGL

Jan 2020 – Feb 2020

- Developed a fully deployable Ray-Tracing Engine in JavaScript and WebGL which displays different anti-aliasing, with multiple movable and customizable Lights.
- Developed a Particle System which simulates different behaviours such as boids, springs; other behaviours.

COMMUNITY OUTREACH

Assistant, Alliance Club International

July 2014 – Jun 2019

- Appointed the Assistant in the organizing committee at the Alliance Club International, a government recognized NGO responsible for working in the economically weaker sections of the society.