dhruv warrier

Research Assistant at University of Toronto |
Passionate about software and entrepreneurship |
Founder of Broken Table Studios
(brokentablestudios.com)

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experience

Research Assistant

DEC 2017 - PRESENT

I'm part of a team building a software that could help civil engineers design roads and cities, and predict how roads deteriorate. The software is being built with Dr. Tamer Diraby, as part of his research group.

Founder of Broken Table Studios

SEP 2017 – PRESENT

I founded BTS, an international indie game team. I direct and manage all the groups in the team, and actively work on development and 3D modelling design.

Co-founder at Pulse

JAN 2018 – JULY 2018

I started and co-founded Pulse, a start-up sponsored by the Entrepreneurship Hatchery. Pulse is currently exploring ways to improve the events experience for young professionals.

projects

Broken Table Studios / 905

OCT 2017 – PRESENT

905 is a game about robot sentience and the Zeroth Law. It is being developed in UnityEngine using the C# Mono runtime. I lead and actively work on development of 905.

for fun, I am...

Designing a microprocessor

MAY 2017 – PRESENT

I learnt part of the microarchitecture and the complete assembly language of the INTEL 8085 chip, and set out a year ago to design the rest of the microarch. So far, I've designed read/write addressable memory, a program counter, registers, a primitive BCD-based ALU, and my own assembly language.

skills

(rated by relative familiarity)

front-end web design

HTML5	●●◐○○
CSS3	●●●○○
JavaScript	●●●●○

game development

C# (Mono)	●●●●○
Blender	●●●○○
Unity	●●●○○

other

Git
Photoshop
MATLAB
Microsoft Office

programming languages

(rated by usage)

C#	●●●●●●
JavaScript	●●●●○
C++	●●◐○○
C	●●●○○

awards

Top 5% nationwide at NEXT-GENIUS Olympiad, 2015
Ranked in the top 5% nationwide at the Next-Genius critical thinking Olympiad. Further shortlisted for an interview and a scholarship to a summer program.

education

University of Toronto St. George
SEP 2017 - PRESENT
BASc Computer Engineering (GPA 3.27)

Was elected Computer Engineering Class Representative for first year.