Samar Karnani

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Objective

Looking for a Game Development co-op using strong C# and 3D modelling skills (Available May 2020- Aug 2020)

Experience

RIT Dining Services (Global village cantina and grill), Rochester- *Student worker*

October 2019 - March 2020

- Learned to work quickly in high pressure environments
- Learned to work well with others
- Reinforced communication skills by interacting with customers

Contours, the design company, Mumbai - *Intern*

May 2017 - July 2017

- Learned the basics of AutoCad while converting rough sketches to accurate schematics.
- Worked with Microsoft Excel to provide costing documents to accountants
- Created designs using Photoshop

Education

Rochester Institute of Technology, Rochester - *Bachelor of Science, Game Design and Development GPA: 3.26*

August 2019 - Present

Jamnabai Narsee International School, Mumbai - *International Baccalaureate Diploma*

July 2017 - May 2019

Skills

Languages

- Fluent in English and Hindi
- Basic French and Spanish

Programming Languages

- C#
- Basic C++, CSS and HTML

Experience with other softwares

- Unity Engine/ Unreal Engine
- Adobe Photoshop/GIMP
- Adobe Illustrator
- Audacity/ FL studio
- Visual Studio
- Autodesk Maya

Projects

DodgeBall Game**,** personal project, May 2019

- Created the basic scripting wireframe and game designs using C# and Unity
- Delegated work between 5 team members as well as assisted each team along the way

SPACE WARS Game**,** academic project, March 2020

- Worked with a team to create a bullet-hell game using MonoGame
- Created the scripting architecture as well as external tools to quickly allow interchanging graphics and variables