Samar Karnani

Game Design and Development Student at Rochester Institute of Technology looking for a Game Development co-op requiring strong C# and/or 3D modelling skills for the Summer of 2021 (MAY '21- AUG '21)

CONTACT

(585) 498 6930
srk7473@rit.edu

PROJECTS

Space Wars — *Academic Project*

- Worked with a team of 5 peers to create a bullet–hell game using MonoGame using minimal resources.
- Developed the scripting architecture as well as external tools to quickly allow interchanging graphics and variables decreasing the time taken to create levels by at least 40%.

DodgeBall — *Personal Project*

- Engineered the scripting wireframe and formulated the most efficient way of dealing with collision detection as well as player controls.
- Delegated work between 5 team members as well as mentored each team member along the way

EXPERIENCE

RIT Dining Services, Rochester — *Student Worker*

OCT 2019- MAR 2020

- Learned and showcased the ability to work quickly in high pressure environments
- Built a trusting work environment with coworkers.
- Reinforced communication skills by interacting with customers

Contours, The Design Company, Mumbai — *Intern*

MAY 2017- JUL 2017

- Learned the basics of AutoCad while converting rough sketches to accurate schematics.
- Scrutinized budgeting and fund allocation documents with accountants demonstrating knowledge of Excel.
- Created designs using Photoshop and Maya.

EDUCATION

Rochester Institute of Technology, Rochester — *Bachelor of Science (Game Design and Development). GPA: 3.26*

AUG 2019- PRESENT

SKILLS

Spoken Languages

- Fluent in English and Hindi
- Functional French and Spanish

Programming Languages

- C#
- C++
- JavaScript
- HTML

Experience with other softwares

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