

PULKIT GUGLANI

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Portfolio: <https://pulkit-guglani.github.io>

SKILLS

- **IDE & Software:** VS Community, VS Code, Rider, Unity, Blender, Photoshop
- **Programming languages:** JS, MongoDB, Express, **ReactJs**, Node.js, Socket.io, C#, C++, JAVA
- **Other tech skills:** HTML, CSS, Bootstrap, **Jest**, SQL, **Clean Coding**, **TDD**, Pair Programming, Agile
- **APIs and SDKs:** REST APIs, JSON, Photon PUN2, Google AdMob, Unity XR Toolkit, Firebase Firestore- Realtime DB- Authentication, Unity and Firebase Analytics, I2 localization, AR, VR, MR, LeanTween
- **Source Control:** Git with SourceTree and bash, GitHub Desktop

EDUCATION

- **B.Tech:** Computer Science, Punjab Technical University | 7.77 CGPA July '21
(Chandigarh Group of Colleges COE, Mohali)
- **12th:** CBSE | 78.4% June '17
- **10th:** CBSE | 8.4 CGPA June '15

PROFESSIONAL EXPERIENCE

Freelancing and Learning

Sep '22 - Present

- I practiced and get certified in Full stack and did freelancing projects for clients.
- In front end I worked on React, HTML, CSS, bootstrap, Material UI.
- For backend I used NodeJs, Express, Socket.io, MongoDB and Firebase.

VR Developer, InfiVR

June '22 –Aug '22

- Developed **VR fire safety simulation**, A VR training simulation on how to extinguish and make decisions in case of fire in your office, building, or workplace.
- Working closely with designers and artists to make proper training programs with different scenarios.
- Built architecture and programmed user controls, interactions, and functionalities of the whole simulation.
- **Worked on Unity Engine, C#, Oculus Quest 2, HTC Vive, Azure Kinect DK**

Unity Developer, MadOverGames

August '21 – April '22

- Worked on full-fledged Bubble Shooter Games with millions of downloads.
- Implemented universal functionalities like notifications, saving user data, events handling, and
- other things like localization, social-media-linked game progress saving, etc.
- **Worked in Unity on C#, JSON, REST API, Authentication, Analytics APIs, and UI.**

Co-Founder and Lead Programmer, GameNagri Studios

Jan '20 – May '22

- **Black Sheep:** From prototyping to launching the full game on the play store, I closely designed and developed a procedurally changing level-based 2D platformer game. This is the official game of the Raftaar rap GOAT Dekho and Black Sheep.
- **House Attack:** Designed and developed a 3D AR action game with 3DOF Bluetooth Remote and head movement controls in close collaboration with JIO Tesseract for their upcoming device JIO Glass.
- **Ludo 2070:** Created a 3D Ludo with online and offline multiplayer features with some powerup twists. Used multiple events handling and networking through PUN

- **Project Paryavaran:** While participating in Toycathon, designed and developed multiple mini-games dedicated to environmental awareness and educating about prevention and suggestion for helping our environment.
- Led a team of 8 including programmers, artists, and QA and marketing personnel.
- A few more projects using Unity, multiple SDKs, APIs, Azure cloud APIs, Google AR, Multiplayer, and many more.

VR Game Programmer, HoloSuit

Nov '20 – Jan '21

- Quickly completed POC for full body tracking FPS Simulator Game for a military project.
- Using the behavior tree, I programmed the characteristics of terrorists about how they will behave and attack.
- Created multiple UML, ER, and class diagrams for high-level architecture and properties of different entities.
- **Used multiple plugins, haptic suite, gloves, and HTC Vive with controllers and guns along with multiplayer features using PUN2 for server handling and hosting.**

Game Designer and Developer, WebGraphico | Intern

Oct '19 – Dec '19

- Designed and developed a 3D Room puzzle game using Unity from scratch.

JS instructor on HatchXR, Campk12 | Intern

Sep '19 – Oct '20

- Made learning JS fun for kids from ages 10-18 by teaching easy-to-make small functionalities and projects online to International students.

Junior Unity Developer (Internship, then Part-time)

Mar '19 – Dec '19

- Worked on the early phase of Kahanibox, a narration-based Indian language story game having 1M+ downloads.
- Worked with UK developers to design the tool and convert story scripts to a playable game.

ACHIEVEMENTS

- **Won Government of India's Toycathon 2021 (Digital)** with Project Paryavaran, which saw the participation of over 14000 teams.
- Reached **60k+ aggregate organic downloads** on Google Play Store on games released by GameNagri Studios.
- Black Sheep ranked at **Top #17** in Google Play Global Charts under the 'New Action' category.
- Other multiple projects for clients, hobbyists, and for various game jams.

EXTRA-CURRICULAR ACTIVITIES

Arduino:

- Made multiple projects on Arduino using various sensors for different use cases and also connected Arduino sensors with Games to convert your hand to an input of a game character in Unity.

Tech Club and Artwork:

- Led the technical club in college days and organized various events on the campus level for different college students and organized multiple technical Scavenger hunts using AR for android devices.
- Developed an app for the annual college fest using Kotlin in Android studio for all the event details and notifications regarding the event for different college students.

Web Dev:

- Made my first portfolio website and integrated a game into it using Unity, bootstrap, and JS.
- Designed and made an online Salad business website at saladwale.com and GameNagri Studio Website.
- **Created React app for a movie party to watch together and another project for a full restaurant order cycle.**