Pulkit Garg

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SUMMARY OF QUALIFICATIONS

- Pursuing a B.CS in **Computer Science** with a specialization in **Computational Fine Arts**, and minor in **Cognitive Science.**
- Extensive experience in **software development** focused on building **scalable**, **real-time applications** and **immersive user experiences.**
- Proficient in **OOP** languages such as **C++, C#, Java, Kotlin** with significant experience using **Unity** and **Unreal Engine** for game development.
- History of collaborating with **large, dynamic,** and **diverse teams,** focusing on developing innovative software solutions.

Technical Skills: C++, Java, C#, Python, Kotlin, R, Firebase, AWS, Git, CI/CD, Unit and Integration Testing

EDUCATION

University of Waterloo

B.CS Computer Science Coop, Faculty of Math. **President's Scholarship of Distinction**.   Sep 2022 – Present

EXPERIENCE

Virtual Reality Developer

Liftwerx   *Sep 2024 – Dec 2024*

- Developed **VR training modules** for wind turbine technicians using Unity, Unreal Engine, and Blender, creating highly realistic simulations.
- Led end-to-end development, including **scripting, debugging,** and **deployment** on **AWS** and Meta Quest headsets, using a **custom built Android launcher.**
- Created a **custom Android plugin** for tracking company-wide training completion across devices.

Software Developer Intern – Software Developer

Ford Motor Company of Canada   *Jan 2024 – Apr 2024*

- Worked on a custom **Android Automotive operating system**, integrating with vehicle systems using **C++** and **Kotlin**.
- Integrated critical vehicle features into **Android automotive** interface, including lighting controls and climate settings.
- Optimized backend services for **faster performance** and **reduced load times** by up to **70%**.

Software Developer Intern – Graphics Developer

Ford Motor Company of Canada   *May 2023 – Sep 2023*

- Built **real-time 3D visualization** tools for next-gen Ford vehicles using **Kotlin**, **C++,** and **Google Filament**.
- Implemented **asynchronous** asset loading, significantly improved **graphical fidelity** and user experience.

Founder and Lead Developer

Sojourn Interactive   *Feb 2019 – May 2023*

- Led a team in designing socially impactful video games, blending **educational content** with **immersive gameplay**.

PROJECTS

Voksel   **link**

An open-source **3D modeling software** for voxel-based game asset creation, built with **Unity, C#,** and **HLSL.**

SpaceLine   **link**

Physics-based space sandbox with real-time gravity and climate **simulations**; includes **VR** mode developed using **SteamVR** framework.

Prepto   **link**

A cross-platform **React Native** app, enabling real-time competitive test prep using **Firebase Cloud SDK** to handle **authentication**, **matchmaking**, and **real-time databases**.

TxtScribe   **link**

An **NLP**-powered **transcriber** for converting whiteboard notes to text notes, developed with **Python**, **Flask**, **and Google Cloud SDK**.

Certify   **link**

A **Web3** platform for creating, storing, and verifying certificates as NFTs on the **Solana** blockchain.

Digital 3D Cinematic Art Portfolio: https://www.artstation.com/pulkitgarg

AWARDS

Hawk Hacks 2023	Laurier University
Hack Western 2022 - Best Gaming Hack	Western University
Design Championship 2017,18,19,20 - India's largest game jam	NASSCOM, Indian Game Developers Conference
NASA SpaceApps 2019 - National winner and global finalist among 30,000 participants	NASA Earth Science Division
Toyota Motors Hackathon 2019	Toyota Kirloskar Motors, IIT Delhi, Indian Road Safety Campaign
Angel Hack 2019, AWS Award Winner	Angel Hacks, Amazon Web Services