Pulkit Garg

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SUMMARY OF QUALIFICATIONS

- Majoring in **Computer Science** with specialization in **Computational Fine Arts** and prospective minor in **Cognitive Science.**
- Extensive experience in **software development** with a strong focus on building scalable, real-time applications.
- Skilled in **OOP** languages such as **C++, C#, Java,** and **Kotlin** with significant experience using **Unity** and **Unreal Engine** for game development.
- History of collaborating with **large, dynamic,** and **diverse teams,** focusing on innovative software solutions.

Technical Skills: C++, Java, C#, Python, Kotlin, R, Firebase, AWS, Git, SDLC, 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 – Present

- Leading development of **VR** modules simulating real-world tasks for wind turbine technicians, using **Unity** and **Blender**, ensuring realistic training experiences.
- Managing the full development cycle including scripting, debugging, and deployment on **AWS** and a custom Android launcher for Meta Quest headsets.

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.
- Collaborated with cross-functional teams, improving app performance and load times through **optimization** of **backend services**

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**.
- Significantly improved graphical fidelity, asset load times, and user experience.

Founder and Lead Developer

Sojourn Interactive   Feb 2019 – May 2023

- Led a team of developers and artists in developing socially impactful video games focusing on immersive educational content.

PROJECTS

Voksel   **link**

Open-source 3d modeling software using voxels for simplified game asset creation. Written in **C#, Shaderlab,** and **HLSL language** using **Unity** as the rendering engine.

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

TxtScribe   **link**

Whiteboard to class notes **NLP** transcriber built using **Python, Flask, Google Cloud SDK,** and **Co:here.**

Certify   **link**

Web3 platform, which allows users to generate, save and verify 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	Western University
Design Championship	NASSCOM, Indian Game Developers Conference

India's largest game jam. 2020 National Winner and 2017, 2018, 2019 Runner Up.

SpaceApps 2019	NASA Earth Science Division

National winner and nominated for the global award among 30,000 participants for building a celestial **physics simulation** engine.

Toyota Motors Hackathon 2019	Toyota Kirloskar Motors, IIT Delhi, Indian Road Safety Campaign
Angel Hack 2019, AWS Amplify Award Winner	Angel Hack