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Madhura Deshpande

Game Programmer / Game Designer

Website:
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Objective   Obtain a 3 to 6 month internship/co-op involving game programming or game design, starting May 2004.

Education

| **Carnegie Mellon University** | Pittsburgh, PA | August 2003 - May 2005 |

- Master of Entertainment Technology
- Relevant coursework: Visual Story (Film Course), Game Design, Building Virtual Worlds, Building 8-bit Nintendo Games.

| **Illinois Institute of Technology** | Chicago, IL | August 2002 - May2003 |

- Relevant coursework: Advance Computer Graphics, Computer Vision, Computational Geometry.

| **Walchand Institute of Technology** | Solapur, INDIA | August 1997- May 2001 |

- Bachelors of computer science and engineering.
- Relevant coursework: Artificial Intelligence, Computer Graphics, Discrete Structures, Efficient Algorithms, Operating Systems, Compiler Construction.

Skills

Operating Systems:	Windows XP/2000/NT	MacOS	Linux	UNIX
Graphics:	OpenGL	VRML	Disney's Panda 3D	
Programming Languages:	C/C++ SQL Intel Assembly	Java Script Visual Basic Pascal	Java HTML	Python Lingo
Sound/Video:	Adobe Premiere	Sound Forge	ProTools	Unreal 2003
Other Software:	Photoshop	Flash	Director 7	
Other Skills:	Oil Painting	Landscapes	Portraits	Figure Drawings

Relevant Experience

| **HazMat Simulation** | Jan 2004 - May 2004 |

Entertainment Technology Center, Carnegie Mellon University.

- Currently developing a game, **funded by Microsoft** in co-operation with the **FDNY** to help them train their HazMat teams using **Unreal** scripting.
- Implementing AI, Networking and general Interface of the multi-role clients.

| **Building Virtual Worlds** | Aug 2003 - Dec 2003 |

Entertainment Technology Center, Carnegie Mellon University.

- Worked with five **interdisciplinary teams** over the period of semester to create five virtual worlds, each being created in two weeks.
- Programmed objects, characters and animations using **Panda3D- game and simulation engine** developed by Disney's VR studio and **Python**.
- Implemented interaction with **HMD** and **motion trackers**.