

Rohan Bhukan

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#Skills

Languages	:	C++, C#, C, Java, JQuery
Game Engines	:	Unreal 4, Unity, Phaser, XNA
Development libs	:	OpenGL, DirectX 9, SDL
Scripting	:	Javascript, Lua, Python
Art tools	:	3DS Max, Maya, Photoshop, Inkscape

#Work Experience

- **War Drum Studios**

Gameplay Programmer

September 2016 - Present

Language: C++

Ark: Survival Evolved - Mobile : Unreal Engine 4

- Developed tool sets for Artists to help mobilize original terrain information
- Fixed bugs from the original game
- Added new gameplay mechanics
- Mobilized enemy AI and gameplay controls
- Debugged and created multiplayer systems
- Imported and fixed new creatures from the PC version
- Quickly responding to blocking issues faced by Art and QA teams
- Helped reduce build size by optimizing content and remove unused references

The Bully - Mobile : In - house Engine

- Worked on mobilizing AI and gameplay controls.
- Developed touch controls for different gameplay mechanics.
- Worked with QA and designers to come up with creative solutions to solve gameplay issues.

- **Rockwell Collins**

Research Assistant

May 2015 – May 2016

Language: C++

Researched and worked on creating physics simulation of vehicles and ships while adhering to strict simulation engine constraints.

- **Synechron Technologies, India**

Software Engineer

August 2012 – July 2014

Language: C#

Gesture handling for iOS application in Unity, database syncing over the network in Unity and designed a mapper to map each 3D model with the database values. Also worked on REST API for an iOS app. I worked on a number of small internal projects single handedly and was also responsible for requirement gathering and offshore client communication.

#Student Team Projects

- **Conduit**: Unreal Engine 4

FPS puzzle game where the player is a charged particle and moves around levels using magnetic fields. All interactivity with magnetic fields operates by the first right-hand rule of electromagnetism. *Role*: Prototype ideas and create gameplay mechanics and UI.

- **Ebola Clinic**: Unity

Player manages an ebola clinic where his jobs is to treat as many patients as possible by following correct procedures and avoid getting infected. *Role*: Architect the clinic management system, input controls and UI

- **Blind Trust**: Unity

Networked multiplayer first person puzzle game where one player simulates blind and other as a deaf person. Developed as a thesis project. Released on Steam. *Role*: Lead, game design, networked gameplay and UI

#Education

M.S. Entertainment Arts and Engineering
Bachelor of Engineering in Information Technology

University of Utah
University of Pune

May 2016
May 2012