

Objective

Seeking for an Internship/Co-op opportunity for Summer 2014.

Technical Competencies

- Programming Languages: C#, C, C++, PHP (with MySQL), JAVA and JavaScript.
- Tools/Engines: Blender, Unity3D, Stencyl, Visual Studio, Maya, Net Beans, Unreal, Photoshop and Eclipse.
- APIs/Frameworks: DirectX 11, XNA, Win Forms & WPF, .NET 4.0 & .NET 4.5.
- Platforms: Windows, Linux (Ubuntu), Mac, Android, and Windows Phone.

Relevant Experience

Graduate Assistant, Rochester Institute of Technology.

Aug 2013 - Present

- Working on a SIMAD educational STEM game for children.

Trainer, Edu – Kinect, Hyderabad, India

Freelancer

- Taught and conducted workshops and weeklong trainings for college students on topics such as Windows Phone 7 and Windows 8 for schools/institutes.

Intern, inoXapps Mobile Solutions Pvt. Ltd, New Delhi, India

June – July 2011

- Developed a 2D game using XNA Framework on Windows Phone 7.

Education

M.S. in Game Design and Development – Rochester Institute of Technology, NY

GPA: 4.0

Expected Year of Graduation – 2015.

Bachelors in Engineering (Computers), 2012 – Vidyalankar Institute of Technology, India.

Percentage: 68.86%

Shipped Titles:

- **Media Locker**: An application that allows to encrypt images. This an application shipped onto Windows Phone Market. I programmed, designed the User Interface, and made my encryption/decryption system. Project development time was 2 months during a full student academic load.

Important Projects

- **Existential Cooking Crisis** – An arcade game built on Unity3D in which the player plays as R.A.L.P.H., a semi-sentient domestic helper bot, who is subjected to a series of illogical, yet incredibly strict cooking challenges. The game implements an experimental relativity engine developed at the M.I.T. Media Lab. As the gameplay programmer I worked on writing cooking challenges and made mini games.
- **London Hollows** – A first-person horror game based on the story of Little Red Riding Hood. I was responsible for improving the players' experience, by adding new elements and gameplay features to the prototype. I also worked on sound effects and generated processed sound effects for this project.
- **Immunity Buster** – A 2D game on XNA for Windows OS that spreads awareness against HIV/AIDS. As the sole developer, I wrote base classes and implemented them for the gameplay mechanics. I worked on sound effects for the game. The game reached the World Qualifying Finals of Imagine Cup 2012, Australia.
- **Zoik It!** – An application that allows the user to connect to someone of same interest. Responsible for development on Windows Phone, Windows 8 and Azure. Also helped pitch the idea to potential investors, worked on business development and management. Imagine Cup Worldwide winner in Azure Challenge, 2013.

Extracurricular Activities

- Chairman of Association for Computing Machinery (ACM) Vidyalankar Student Chapter, India in 2012.
- One of the Top 5 Microsoft Student Partner (India) in 2012.