Rushabh Gosar

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Portfolio: http://rushg.me (GitHub: rushabh55)
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A graduate student looking for an **Internship** for **summer 2015** & **Full Time Opportunity** starting in **fall 2015**.

Technical Competencies

- Languages: C++, C#, C, Python, JAVA and JavaScript
- Tools/Engines: Unity3D, Visual Studio, git, MATLAB, Unreal Engine 4.6, JIRA and SVN
- Frameworks: DirectX 11, .NET 4.0 & 4.5, Haxe, OpenGL, WCF Services and WPF
- Console/Mobile Experience: Nintendo DS & 3DS, Windows Phone, Android, iOS and Xbox 360

Relevant Experience

Programmer Intern, 1st Playable Productions, NY, USA   **June 2014 – Aug 2014**
Assisted as Gameplay Programmer on 2 titles. Also built an in-house tool for animation using C#.

- *Winx Club: Saving Alfea* [Nintendo DS & 3DS] [C++] [2 months]
  Based on the TV Series, 'Winx Club'. Implemented the gameplay mechanics, language localization, cut scenes, caching, wrote components of the characters' special skills and squashed bugs. Shipped & Released in Nov 14.
- *Unreleased Title* [Android] [C++] [JNI] [1½ months]
  Part of the engineering team of an in-progress game. Worked as the user interface programmer & user experience programmer. Also implemented Application Logic and used Native APIs on Android NDK.

Graduate Assistant, Rochester Institute of Technology, NY, USA   **Aug 2013 – Present**
Worked on a Unity3D educational game. Responsible for development of the school's virtual tour website. Also working on an internal project to develop a new gaming console.

- *BioDrill* [Unity 3D] [C#] [C++] [MATLAB]
  Accomplished the conversion of MATLAB (Simulink) model into a C++ and node.js based client server architecture for Unity3D in an educational STEM game.

Lead Developer, GUID Softwares, Hyderabad, India   **Feb 2013 – Dec 2013**
Lead Developer for this startup's project, 'Zoik It!' Responsible for the management and development of the application, milestones, delegating tasks and responsibilities and quality assurance.

- *Zoik it!* [Windows Azure] [Windows Phone] [Windows 8] [C++] [C#] [SQL Server] [9 months]
  Worked as the lead programmer on this project implementing application logic, along with the cloud backend and front end on Windows Phone and Windows 8. Microsoft Imagine Cup 2013, Azure Challenge Winner.

Education

M.S. in Game Design and Development – Rochester Institute of Technology, NY   **CGPA: 3.85**
Expected Graduation Year – 2015
Courses – Prototyping, Game Engine Architecture, Graphics Programming, Artificial Intelligence

Bachelors in Engineering (Computer Engineering), 2012 – University of Mumbai, India   **First Class**

Selected Projects

Ambiguous Utopia [Unity 3D] [C#] [September 2014 - Current]

- Defend your musical ideas in a Utopian setting. Worked on Gameplay programming, enhanced the player experience with visual feedback, designed level, balanced game elements and worked on experimental prototypes.

Jetpack Jetpack Party [DirectX 11] [C++] [4 months]

- Implemented 3D rendering pipeline for this gigantic multiplayer racing game.

Fluid Simulation [DirectX 11] [C++] [SSE] [Compute Shaders] [3 weeks]

- Implemented Fluid Simulation with Particle System, using Navier-Stokes equations on GPU. The simulation also shows lerping between the colors of the water, to make it look realistic. This was implemented using SSE and on CPU.

NaviTag [iOS] [Swift] [Rapid Prototype] [1 week]

- Designed and implemented the Application Flow & contributed towards the design of UI & UX for this game. Also accomplished the Image Blurring, wrote code to send and receive data from web services and parse JSON Data.