Sanjay Nambiar

Game Programmer

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PROJECTS

The Draft | UCF FIEA, Orlando — *Lead Programmer*

DECEMBER 2016 - PRESENT

Developed gameplay flow control and global event system.

Setup code quality guidelines and mentored team members in software architecture and C++ implementation in Unreal Engine.

Anonymous Engine | UCF FIEA, Orlando — *Programmer*

JANUARY 2016 - APRIL 2017

A data driven game engine built in C++ 11 with unit tests and doxygen documentation.

The engine has basic scripting support through XML with expression parsers and supports OpenGL and DirectX rendering.

Ghost Chamber | UCF FIEA, Orlando — *Programmer*

JANUARY 2016 - APRIL 2017

An interactive hologram software plugin for AutoCAD software in C# and Kinect libraries.

A custom hardware with onboard Raspberry Pi was built to display the hologram in a glass pyramid.

Rapid Prototypes | UCF FIEA, Orlando — *Programmer*

SEPTEMBER 2016 - NOVEMBER 2016

5 two week game prototypes made in teams of 5 using Flash, Unity and Unreal Engine.

Verlet Physics System | Personal — *Programmer*

JUNE 2016

Verlet based physics system with basic physics constraints, simple cloth physics in C++, rendered using OpenGL.

WORK EXPERIENCE

Software Engineer | Amazon | APR 2015 - JUNE 2016

Designed and developed software for compliance screening Amazon sellers. Setup code quality guidelines for multiple teams.

Software Engineer | IBM Fiberlink | JUNE 2011 - MARCH 2015

Developed a custom business intelligence framework for IBM Fiberlink

PORTFOLIO

www.sanjaynambiar.net

SKILLS

Languages: C, C++, C#, 68000 assembly, Java

Engines: Unity, Unreal Engine 4

Version Control: Git, Perforce, Subversion

IDEs: Visual Studio, IntelliJ

Frameworks: OpenGL, OpenCV, Vuforia for Unity, Steam VR

Other: Data warehouse, AWS, Shell scripting and automation

EDUCATION

University of Central Florida, Orlando — *M.S. in Interactive Entertainment*

AUGUST 2016 - DECEMBER 2017

Amrita School of Engineering, India — *B.Tech in Computer Science and Engineering*

JUNE 2007 - MAY 2011

4 year undergraduate program equivalent to B.S. in Computer Science.