Sanjay Nambiar

Game Programmer

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EXPERIENCE

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

DECEMBER 2016 - PRESENT

Developed gameplay flow control and global event system.

Setup code quality guidelines.

Mentored team members in software architecture and Unreal Engine implementation in C++.

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.

Verlet Physics System | Personal — *Programmer*

JUNE 2016

Verlet based physics system with basic physics constraints simulation.

Implemented cloth physics extending the framework, rendered using OpenGL.

CDPW | Amazon, India — *Software Development Engineer*

MARCH 2015 - JUNE 2016

Designed and developed software for compliance screening amazon sellers.

Setup code quality guidelines for multiple teams.

MaaS360 | IBM, India — *Software Engineer*

JUNE 2011 - MARCH 2015

Designed and developed a custom business intelligence framework for IBM Fiberlink.

Programmed database systems and java backend for the same.

Worked on automation scripts to setup IBM MaaS360 software suit.

PORTFOLIO

www.sanjaynambiar.net

SKILLS

Languages: C, C++, Java, C#

Engines: Unity, Unreal Engine 4

Version Control: Git, Perforce, Subversion

IDEs: Visual Studio, IntelliJ

Frameworks: OpenGL, OpenCV, Vuforia for Unity

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.