

SACHIT PURI

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OBJECTIVE: To make a positive impact on projects I work on during Co-op/Internship this summer by utilizing my programming, technical and analytical skills learned at Rochester Institute of Technology.

EDUCATION:	Rochester Institute of Technology (RIT)	Rochester, NY
	Bachelor of Science in Game Design and Development	Graduation: May 2018
	GPA: 3.4 / 4.0	Major GPA: 3.5/4.0
	RIT International Students Scholarship	Dean's List 2 Semesters

PROJECTS:

Slime Spree

November 11, 2016 – November 13, 2016

- Won 1st place in the best Co-op game category in the Microsoft Imagine Cup at RIT
- Worked with a team of 5 to create a game in under 36 hours in Unity/C#
- Created the HUD/UI, Menu System and added all the sound manager
- Programmed and designed the special moves for the main characters

HealthNet

August, 2016 – December 2016

- Team Leader of a project to create a healthcare portal like healthcare.gov
- Created and designed the UI/UX for the entire portal
- Implemented Agile development methodology for production to avoid and resolve any team or technical issues promptly

RoBox – Game Engine

Spring 2016

- Game engine made in OpenGL/C++ to create a platformer with 3D assets
- Incorporated model and texture loading, collision detection and fragment and vertex shaders

BlackFeather

January, 2017 - Ongoing

- Programming manager of a team of 8 to develop a 3-D first person melee combat game in Unity/C#
- Leading the UI/UX and HUD development and helping in AI and gameplay programming

Silver Echo

Spring 2017

- Game Producer of a team of 8 for the Global Game Jam at RIT
 - Created the UI/HUD with a dynamic color picker for the player and the enemies
 - Implemented Scrum framework to maximize efficiency and to stay within scope
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EXPERIENCE:

Technology Counselor at Emagination Computer Camps

Co-op: June, 2016 – August, 2016

- Taught programming, Animation and 3-D Modeling to students (age 8 – 17) using Unity (C#), Unreal (C++/Blueprints) and Autodesk Maya
- Supervised campers and resolved problems immediately and effectively

UI/UX Programmer at GiveJoy Games

November 2016 – Ongoing

- Created a gaming studio and working in co-operation with Craft Brewed Games
 - Developing a multiplayer VR game for Android/iOS for Google Cardboard in Unity/ C#
 - In-charge of developing the UI, HUD and gameplay programming
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TECHNICAL SKILLS:

Languages: C++, C#, C, HTML/CSS, JavaScript, Processing,

Tools/Frameworks: Unity, Unreal, Visual Studio, Borland, XNA/MonoGame, Github, SourceTree, SVN

APIs: OpenGL, Autodesk Maya, Mudbox, Adobe Photoshop/Illustrator, Inventor, Revit