

Senior Developer

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Summary

- I am a 6+ Years experienced Game/AR/VR/XR developer working for Theme park project and have hands-on over the recent technologies Zspace, HTC Vive and Hololens. Working in the Development division, ADabisc, Qatar. The Project has Games, Experience and Application solution for the user experience in the park. The solution is developed with Unity3D, Xcode, Android Studio and web Api.
- Adapted and Worked in all phases of the Agile methodology.
- Adroit at analyzing the organization requirements.
- Strong analytical and programming skills in using technology to develop effective solutions.
- Good work ethics with excellent communication and interpersonal skills.
- Quick learner, can master new technologies swiftly.
- Strong Team player, share a good rapport with the team members.
- Ability to adapt quickly to the changes in the working environment.

Professional Experience

JUN 2014 to Present

ADabisc

Project description:

Trimoo - Family Entertainment Center, combination of multiple theme parks Angry birds world, Virtuocity and Juniverse. Virtuocity is a Gaming hub, Where in Racer section has f1 simulation which gets the game data from IRacing game and simulates accordingly. User experience the f1 racing with cock pit and racer roles. Juniverse is a Futuristic park where user have experience of role playing as a Dentist, Radio Jockey, TV anchor. Firefighter, Defense team, Perfumist, Artist, Banker, Doctor, Pharmacist and Police with latest Technologies like Zspace, HTC Vive, Oculus, Myo, Intel Realsense and Kinect.

Responsibilities:

- Implemented TCPServer/Client for data transfer and live streaming in Unity3D.
- Hand-on work experience in AR/VR technologies.
- Developed role playing experience of Dentist and Surgery in Zspace, Banker, Perfumist, Radio Jockey, Firefighter and Artist.
- Developed Massive multiplayer music Sync game.
- Created UI and networking packages to use it among development.
- Realsense Facial expression capturing implemented in network system.
- Handled development team overseas with their deliverables.
- Developed plugins to communicate with native iOS and android.
- Implemented the Game server connection and web services handling.
- Instrusted Game design team to use the Gameserver tool.
- Prototyping the Game Ideas and possibilities.
- Technical advisor for the management.

Methodologies and Technical environment: Scrum, Basecamp, C#, Objective C, Java, Kotlin, Redis, TeamSpeak, Xcode, Android Studio, Unity3D, Vuforia, ARKit, ARCore.

Project description:

Cando - An indoor play area for tweens, which has physical and digital games. The user interactive to the games has been developed with user Wearable device and Game manager device, where wearable communicates with RFID and game manager handles each games charging system with RFID reader. User scans the Wearable device to the game manager device to start the game, user point system will be displayed in Wearable. Coin pulse mechanism has been digitised with wearable scan.

Responsibilities:

- Hardware Design for Wearable device.
- Software development for Wearable and Game Manager.
- Developed plugins to communicate with native iOS and android.
- Have hand-on work experience in Arduino.
- Web API Integration.

Methodologies and Technical environment: Scrum, C++, C#, Arduino, Xcode, Android Studio, Unity3D.

Project description:

Brazilia - A Qatari Cultured Card Game for local market on iOS/Android. It has Multiplayer and Singleplayer mode which will be played with AI. Developed the AI with three levels, Used photon networking for the multiplayer environment and chat system. Local lobby has been developed with own Webservices to show live player state in the lobby.

Responsibilities:

- Development with C# Unity3d.
- Designed and developed the AI mechanism.
- Handled Web Services/REST for data retrieval from Database.
- Implemented Localization,Serialization for dynamic data usage.
- UI adopted to work on various screen resolutions.

Methodologies and Technical environment: Scrum, Basecamp, C#, Photon networking, REST, Xcode, Android Studio, Unity3D.

JAN 2014 to JUN 2014

Wisdom Infotech

Project description:

Augray , AR Application to send and receive greetings to users with 3d contents and sounds. Digital Poster for movies, Digital Interactive Advertisement, AR Games and other marketing ideas. In iOS and Android Platform.

Responsibilities:

- Design and developed the App Architecture.
- Creating Asset bundles for iOS and Android platforms.
- Submitting the application to App Store.
- Prototyping the marketing ideas.

Methodologies and Technical environment: C#, UML, Xcode, Android Studio, Unity3D, Vuforia.

JAN 2013 to DEC 2013

GameAnax

Project description:

Gaming Section of IndiaNIC, Design and develop games for mobile platforms. Involved in the development of few projects and updates of the existing games, Own the projects for Major titles like, Doodle Tank Battle, Tank Game with doodle art style has 20 levels in 4 worlds, each level with different AI enemies and attacking strategies. OUYA, iOS and Android platform. Snoppy Whoppy, 2D physics Game, Character with a balloon avoid obstacles to escape live from cave. 20 levels in 2 worlds, iOS and Android platform.

Responsibilities:

- Product owner for couple of projects
- Development of new Game Mechanics.
- Prototyping and checking Game design possibilities.
- Optimization for mobile platforms.

Methodologies and Technical environment: C#, Unity3D, Xcode, Android Studio.

Competencies

Technologies, tools & techniques

Programming languages: C#, JavaScript, C, C++, Java, Kotlin

Methodologies: Agile, Scrum

Tools: Unity3d, Microsoft Visual Studio, Android Studio, Xcode, Redis, Arduino, Basecamp, Notepad++, GIT, Bitbucket, SourceTree, JIRA, Fiddler, Adobe Photoshop CC 2015, Maya.

Operating systems: Microsoft Windows 7, 8, 8.1 & 10 and macOS X 10.13 "High Sierra".

Formal Education

2007 – 2011 – Bachelor of Information Technology - "Kalasalingam University", INDIA

2011 – 2012 – P.G Diploma of Game Development - "Image college of arts and animation", INDIA

Languages

English – Fluent

Personal

Stepped into programming with loads of dreams since childhood, building it up by learning and developing applications & games. In my career, proven Leadership qualities by taking ownership of projects and as a Team player with contributing and delivered successful projects according to client inputs and management timeline.

Participated in prestigious "Dare to be Digital" worldwide competition in 2012, Dundee, UK.
Got Excellence Award from Square enix Game development contest in India 2012.

I love playing Handball & Digital games, listening music.

References

Available upon request.