Sharan Shodhan

Mobile Application Developer, Game Developer

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EDUCATION

Entertainment Technology Center, Carnegie Mellon University, Pittsburgh, USA　　　　**May 2018**
Master's of Entertainment Technology

Dhirubhai Ambani Institute of Information and Communication Technology (DA-IICT), India　　　**May 2014**
B. Tech. Information and Communication Technology
Relevant Courses: Data Structures and Algorithms, Operating Systems, Database Management System

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SKILLS

Languages
C#, Swift, Java, C, JavaScript, Python, ActionScript, HTML, MySQL, JSON, XML

Frameworks
iOS, Unity 3D / 2D, Oculus Rift, Leap Motion, Cocos2d-JS, Adobe Flash, Starling, Amazon Web Services

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EXPERIENCE

Lead Developer, Teal Labs　　　　**February 2016 – August 2016**
Led a team of developers to create a product that enables customized delivery of education to each child as per his/her interest and need. With various game elements and the aim of driving engagement in education, built a 21st century learning system that is incredibly engaging and measurably effective.

Co-founder and CTO, Dekorate Solutions Pvt. Ltd.　　　　**May 2015 - December 2015**
Co-founded the company with the aim of providing an elegant technology-enabled interior designing service for everyone. Was successful in getting the product to market within three months. Led an interdisciplinary team of 20 employees primarily focusing on the mobile product.

Research Scholar, Carnegie Mellon University, Pittsburgh, USA　　　　**May 2013 - July 2013**
Conducted research on ways to improve the Number Sense and Number Concepts in children between the ages of 6-12. Created an experimental infrastructure to study the impact of various game parameters on a measured outcome metric. Created a design optimizer, which creates the opportunity to very easily embed experimentation into a game design process and find out the optimum condition.

Lead Game Developer, Playpower Labs Pvt. Ltd.　　　　**January 2012 - April 2015**
Developed several educational games across multiple platforms played by over a million people across the globe.
- Math Planet - Developed a fun Math Game Curriculum called Math Planet. With over 700k downloads on the App Store, the app teaches all concepts of Math to kids in grades 1-8.
- Math Pop - Created an engaging Math practice app for kids in grades 1-5. With 100 adaptive levels, the app teaches number sense, operations, math facts and fractions. The app has been downloaded over 300k times.
- Number Jumble – Created a number puzzle game for recognizing patterns in numbers. The game has a built-in design optimization engine and an adaptive machine learning technology.

ACADEMIC COURSES

Building Virtual Worlds, Entertainment Technology Center　　　　**August 2016 – December 2016**
Rapidly prototyping interactive games using Unity (C#) every 2-weeks in interdisciplinary teams of 4-5 on cutting-edge technologies such as Oculus Rift, Leap Motion and HTC Vive

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PUBLICATIONS

- **Interface Design Optimization as a Multi-Armed Bandit Problem (2016)** - ACM CHI.

HONORS

Gold Medal, Tennis at Concours, representing DA-IICT in 2013
National STEM Game Competition Educational App Grand Challenge in 2011
New York City Department of Education "Gap App" Competition in 2013