

SHAURYA ARORA

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Objective

> A technical full-time role in game development starting in Summer 2016, where I can combine my skills and experience with my passion for video games

Technical Skills

> Unity3D, C#, Java (Android), C++, JavaScript (Node), Git

Game Projects

- > “Box Shooter” (Unity3D – playable on personal website)
First-person game where player shoots different boxes for points
Player can move around map and must beat level before time runs out
- > “Roller Madness” (Unity3D – playable on personal website)
Roller-ball game where player collects coins to beat level
Enemies spawned in environment seek player and kill upon collision

Relevant Coursework

- > “A Dark Room” for Android (Senior Design) (Spring 2015)
Collaborated with Amirali Rajan to build Android version of ADR
Designed and programmed game screens and animations using RubyMotion
- > Computer Animation (Fall 2014)
Built OpenGL application (C++) to draw skeleton and render skin of wasp
Employed forward kinematics to play animations and change joints’ angles
- > Artificial Intelligence (Spring 2014)
Heuristic-based search, logical inference, zero and non-zero sum games
Implemented above concepts using Java programs and sample data

Work Experience

- > Web Developer Intern at Call-Em-All, Frisco TX (Aug – Dec 2015)
Contributed to “Material-UI”, open source JS framework based on React
Worked on full-stack app using Redux, Restify, Mongoose and Bluebird
- > Software Developer Intern at Epic, Verona WI (Jun – Aug 2015)
Developed feature that allows doctors to customize patient reports
Conducted usability testing and worked closely with UX designers
- > Program Manager Intern at Microsoft, Redmond WA (May – Aug 2014)
Drafted spec for “One .NET” – future vision of the .NET framework
Built the .NET Feature Catalog website from the ground up

Education

- > B.S. in Computer Science, The University of Texas at Dallas
GPA: 3.991, Expected: May 2016, Academic Distinction Scholar