

SHAURYA ARORA

shaurya.arora1@gmail.com

(214) 202-2404

<http://shaurya.me/> | github: @shaurya947

Objective

> A technical full-time role in game development 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 (<http://shaurya.me/tech/game-showcase/index.html>)

> “Box Shooter”

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”

Roller-ball game where player collects coins to beat level

Enemies spawned in environment seek player and kill upon collision

Work Experience

> Software Engineer I at Twitter, San Francisco CA (Oct 2016 – Present)

Worked on UI for Twitter for Android client

Contributed heavily to recent (2017) visual redesign of Twitter app

> 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

> 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

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

Education

> B.S. in Computer Science, The University of Texas at Dallas

GPA: 3.974, May 2016, Academic Distinction Scholar