

SHAURYA ARORA

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

shaurya.arora1@gmail.com

(214) 202-2404

Objective

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

Projects and Coursework

- > "A Dark Room" for Android (Spring 2015)
Collaborated with Amirali Rajan to build Android version of ADR
Designed and programmed game screens and animations using RubyMotion
Animations include "falling asteroids" sequence and 2D map scrolling
- > Computer Animation (Fall 2014)
Developed OpenGL application 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

Technical Skills

> Java (Android), C++, JavaScript (Node, React), Git

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
Deployed Node app using Heroku and AWS that generates on-demand builds
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
Designed icons for features for the catalog based on teams' visions

Education

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

Activities and Interests

- > Director of Industry Affairs at ACM of UTD (Apr 2014 - May 2015)
- > Some recent favorite games: Far Cry 4, Duet, Watch Dogs, Sunset Overdrive, Shadow of Mordor, Max Payne 3, BioShock Infinite, Hitman Absolution, Portal 2