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| SHAURYA ARORA  <http://shaurya.me>/ | github: @shaurya947 | [shaurya.arora1@gmail.com](mailto:shaurya.arora1@gmail.com)  (214) 202-2404 |

**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**

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| > “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

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| > 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

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| > 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**

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| > 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

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| > 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

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| > 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