# Utsav Jain

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PORTFOLIO: www.utsavjain.xyz

**Objective**

Targeting a position as a software engineer/game developer, to contribute positively and to build a long term career with the company.

**Technology Summary**

* **Programming/Languages**: C++; C#; HTML; JAVA.
* **Databases:** MySQL
* **Engines and IDE Tools:** Android Studios, Netbeans**,** Visual Studios, Unity, Eclipse.
* **Operating Systems:** Windows,Mac, Linux, Android.

**Projects**

* **ANDROID APPLICATION**:

Application named Visual Dialer which shows company’s entire phone menu for the user to select their option instead of listening to the entire menu system before reaching the representative.

Responsibilities: Develop android app, UI and connecting to web APIs, Implement agile methodology.

* **JAVA APPLICATION:**

Successfully implemented an application which hides messages in files using steganography.

Responsibilities: Implement LSB (least significant bit) algorithm in order to encrypt messages.

* **UNITY (C#) GAME 1:**

A horizontal shooter using C# as a scripting language in a game engine Unity, with different scripts made for different sprites (characters) their functionality is to cancel each other out.

Responsibilities: implement singleton design pattern using C# as a scripting language, implement collision for the objects, and to implement parallax scrolling.

* **UNITY (C#) GAME 2:**

A basic procedural terrain implemented using game engine unity, in which a character can walk forever.

Responsibilities: To implement Perlin noise function to create procedural terrain, implement day/night cycle, and implement an animal AI who follows the main character controller.

**Education**

**California University of Management and Sciences, Anaheim, CA, US** 2015-Present

Course Highlights: Advance Analysis of Algorithms, Advance Operating System, Advance analysis of Object Oriented programming, Advance Software Engineering.

**Rajiv Gandhi Technical University, Bhopal, MP, India** 2012

Course Highlights: Engineering Mathematics, 3DComputer Graphics, Data Structures, Database Management system, Computer Networks, Cyber Security.

**Volunteer/Extra Work**

Part of VGDA (video game development association) community as a unity programmer at California State University Long Beach

Successfully integrated Virtual Reality Oculus Rift DK2 demo for a Meetup name OCVR (2014)

Member of IGDA (International Game Developer Assn.) and attended webinars of topics such as: AI (Artificial Intelligence), Business and legal, Game design.