
A graduate student looking for a **Full Time Opportunity** as a Software Engineer starting **January 2016**.

Technical Competencies

- Programming & Scripting Languages: C++, C#, JAVA, Objective-C, Python and JavaScript
- Tools & Engines: Visual Studio, Unity3D, XCode, Eclipse, git, JIRA and SVN, SourceTree
- Frameworks: DirectX 11, .NET, OpenGL, Windows Presentation Foundation, Cocoa Touch
- Console & Mobile Development Experience: Nintendo DS & 3DS, iOS, Windows Phone and Android

Relevant Experience

Software Engineer Coop, Intuit Inc., San Diego, CA, USA

Jun 2015 – Dec 2015(expected)

Engineer on the Turbo Tax Universal Team for iOS App. Working in SCRUM based Agile Application Development Lifecycle.

- **Turbo Tax** [iOS] [Objective-C]
Improved the performance of app's login experience and its analytics, working on native features for the app, built custom UI controls, engineered debug menu for QA, developed the configuration for live help services, and fixed bugs.

Intern Programmer, 1st Playable Productions, Troy, NY, USA

June 2014 – Aug 2014

Gameplay Programmer on 2 titles. Also built an in-house 2D animation tool for artists on C#/.NET.

- **Winx Club: Saving Alfea** [Nintendo DS & 3DS] [C++]
Implemented the gameplay mechanics, caching, wrote components of the characters' special skills and squashed bugs. Shipped & Released in Nov 14.
- **Unreleased Title** [Android] [C++] [JNI]
Part of the engineering team of an unreleased game. Worked as the user interface & user experience programmer. Implemented application logic using native code on Android NDK.

Lead Developer, GUID Softwares, Hyderabad, India

Feb 2012 – Dec 2012

Lead Developer for this startup's project, 'Zoik It!' Responsible for development & management of the application, milestones, delegating tasks and responsibilities.

- **Zoik it!** [Windows Phone] [Windows Azure] [C#] [Windows Presentation Foundation]
Worked as the lead programmer and full stack engineer on this project. Implemented application logic, cloud backend, front end on Windows Phone and Windows 8 Metro App.

Education

M.S. in Game Design and Development – Rochester Institute of Technology, NY

CGPA: 3.87

- Expected Graduation Year – 2015 (December)
- Graduate Coursework – Prototyping, Game Engine Architecture, Graphics Programming, Artificial Intelligence

Bachelors in Engineering (Computer Engineering), 2012 – University of Mumbai, India

First Class

Selected Projects

Jetpack Jetpack Party [DirectX 11] [C++]

- Implemented 3D rendering pipeline for this multiplayer racing game. Assisted in implementing the gameplay.

Fluid Simulation [DirectX 11] [C++] [CUDA]

- Implemented particle based fluid simulation using Navier Stokes equations. This simulation uses compute shaders for fluid particle simulation. Used SSE (Streaming SIMD Extensions) for CPU side optimization on custom data types.

Ambiguous Utopia [Unity 3D] [C#]

- My graduate capstone project. Gameplay programmer on the team. Also brainstormed ideas and design for the game along with prototyping for these ideas.

NaviTag [iOS] [Swift] [Rapid Prototype]

- Designed and implemented the Application Flow & contributed towards the design of UI & UX for this game. Also accomplished Image Blurring, wrote code to send and receive data from web services and parse JSON Data.