

## SUMMARY

Software engineer, prototyper, and designer; passionate about creating rich user experiences with a keen interest in AR and VR application development.

## SKILLS

**PROGRAMMING LANGUAGES:** Java, C#, Swift

**WEB REFERENCES:** HTML5, JavaScript, WebGL

**TOOLS:** Unity3d, Unreal, Android Studio, Xcode, Vuforia, ARKit, ARCore

**SOURCE CONTROL:** Git, Perforce, VSS

**DATABASE TOOLS:** Oracle DB, SQL Server

## EMPLOYMENT

**YinzCam Inc.**

**Augmented Reality Developer**

Pittsburgh, PA

July 2016 to Current

- Leading the design and development of all mobile-based AR products from concept to delivery for both Android and iOS platforms.
- Successfully developed and shipped various AR features using Unity3d, for professional sports teams from NBA, NFL, NRL and other leagues.
- Other responsibilities include rapid prototyping, collaboration with UI designers and constant interaction with clients to understand requirements and formulate strategies to increase app engagement and user retention.

**Adaptive Engines Corp.**

**Game Programming Intern**

Philadelphia, PA

Jan. 2016 to May 2016

- Developed and implemented UI, game play and back-end functionality for a mobile based game using Unity3d.

**Philadelphia Game Lab**

**Game Programming Intern**

Philadelphia, PA

June 2015 to Aug. 2015

- Contributed to the development of a web-based game engine, *Flip*. Developed a simple particle system using WebGL and Three.js.
- For a Virtual Reality based project, *Third Eye*, modified gameplay features in Unreal Engine using Blueprints & iTween.

**Oracle**

**Application Developer**

Bangalore, India | Tokyo, Japan

Mar. 2010 to June 2014

- Part of the core product development team; extensively worked on Java, HTML, XSLT, CSS, JS, Oracle DB to develop, implement and deliver several critical enhancements for the Internet Banking product; running successfully in many leading banks across the world.

## EDUCATION

**Carnegie Mellon University**

Master of Entertainment Technology

Pittsburgh, PA

May 2016

**Visvesvaraya Technological University**

B.E. Electronics and Communication

Bangalore, India

July 2009

## PROJECTS

**QuestMania**

Aug. 2015 to Dec. 2015

Android Programmer & Game Designer, Opportunity Education Foundation, CMU

- Designed and developed game play mechanics and implemented features such as split screen multiplayer mode, integrating backend etc. for an Android based educational trivia game.

**Energy Lab**

Jan. 2015 to May 2015

Game Designer & Programmer, CMU

- Designed and constructed an interactive kiosk to educate students about geology. Implemented player control mechanisms in Unity3d; integrated it with the hardware using Arduino.

**Building Virtual Worlds**

Aug. 2014 to Dec. 2014

Game, Sound Designer & Programmer, CMU

- Rapidly prototyped several games using Unity3d with input platforms such as Oculus Rift, Microsoft Kinect, Playstation Move, Makey Makey and Leap Motion.