
PROFILE

- Experienced Game Developer with over 8 years of experience in games and simulation. More than 5 years of experience with UNITY3D game engine.
- Experience of version control systems, GIT and SVN.
- Experience in leading development teams to build games, e-learning solutions, simulations for mobiles as well as desktops.

EDUCATION

National Institute of Technology, Hamirpur

Himachal Pradesh

Bachelor of Technology in Computer Science

2006 – 2010

SKILLS (SOFTWARES/PROGRAMMING LANGUAGES)

C# | Unity3d | GIT/SVN | JSON/XML | OpenGL/Shaders | UI/Menus | Game Physics | Game AI HTTP/HTTPS | Database | Mentoring | Clients

EXPERIENCE

Lead Engineer/ IT Analyst - Tata Research Development and Design Centre, TCS ResearchPune, Maharashtra
Nov 2016 – Present**Virtual pet (Well-being Companion) - Unity3d, Android, VS Code**

- Currently working as lead engineer on a mobile application to measure and enhance user's mental and physical well-being.
- Main roles include leading a team of engineers and creating WBS for the engineering team and the point of contact for the Design and Art team for the project.
- Work includes pitching ideas and contributing to game design.
- Work closely with designers, back-end team, QA, give plans and timelines, present demo to clients and mentoring junior engineers.
- Integrated mobile sensors with application which includes
 1. Camera (For capturing emotion from image)
 2. Pedometer (For recording number of steps)
 3. Voice recording and removing of unwanted part from clip (For mood detection from audio tone, speech to text for analyzing text)
- Custom plugin for counting steps from gyroscope (Algorithm for same patented by TCS)
- Implemented semicircular carousel scroll, integrated SQLite database with values encrypted in it.

Airport Simulation (Gate change scenario)

- Created airport environment and different personas to study impact.
- Created structure to implement queues at different locations like smoking room, food court, toilets etc.

Conducted training and workshop in NID Bangalore and IDC (IIT Mumbai) on Unity.

Senior Software Engineer - NIIT LTD

Gurugram, Haryana
2014 – Oct 2016

Nov

Wells Game - Unity3d, XCode, iPad

- It was 3D Oil rig simulator for training employees before exposing them to actual location.
- Developed more than 50 scenarios (mix of 3D and 2D UI). Worked closely with designer, 3D artist and domain expert.
- Optimization to run game on iPad.

Senior Leader Risk Game - Unity3d, Windows, Mac

- This game was for Senior leaders in the organization where they had to take decisions on various situations, according to decisions game had different outcomes, different scenarios and ending.
- Developed custom editor for designers to write scripts. According to actions in scripts and input from user game had different scenarios and outcomes.
- Integrated 3d character animations from MIXAMO like waving, character expressions using unity3d blend shapes like smile.

Game Developer - Dhruva Interactive

Bengaluru, Karnataka
Jan 2013 – March 2014

Bazzle - Unity3d, iOS

- Lead team for physics based game and developed different physics based components for game using rigidbody2d, colliders, physics materials, joints.

Fortunator - Unity3d, iOS, Android

- Independently developed this game which had three mini games. Worked on UI, Camera animations, character's 3D animations, particle effects, integrations of plugins for ads, analytics, in-app purchase for iOS and android.
- App Store Link: <https://itunes.apple.com/in/app/fortunator/id600606736?mt=8> - Link no longer available.

- Google Play Link: <https://play.google.com/store/apps/details?id=com.imperialholding.fortunator> - Link no longer available.

Game Developer - Playbuff Studios Pvt. Ltd.

Chandigarh, Haryana
2010 – Dec 2012

Jul

Death drive: Racing Thrill - Unity3d, iOS

- Was a car racing game with shooting a shooting mechanic.
- Worked on Menu, UI and effects like snowflakes, dirt, skid marks, lens flare.
- Missile's AI for hitting car.
- App Store Link: <https://itunes.apple.com/in/app/death-drive-racing-thrill/id563445656?mt=8>

Ace Transporter 3D - Unity3d, iOS

- Menus and HUD's implementation.
- Optimizations in 3D environment, Camera animations and universal build for iPod, iPad and iPhone.
- App Store Link: <https://itunes.apple.com/gb/app/ace-transporter/id552858278?mt=8>

Racing Thrill 3D – OpenGL ES, iOS, C++

- It was a car racing game developed using bullet physics engine, opengl ES 1.1.
- Worked on various effects like lens, dust effect when car goes o road, static shadows of objects on road using multi texturing with different texture coordinates for two textures, shine effect on car using three textures, car shadow on road and loading of 3d objects from .obj file format.
- App Store Link: <https://itunes.apple.com/in/app/death-drive-racing-thrill/id563445656?mt=8>

Other work

- **Heidi: Mountain Adventures :** It's a kids educational game based on Heidi TV Series. Developed game individually from scratch and deployed it on iOS and google play store.

App Store Link: <https://apps.apple.com/us/app/heidi-mountain-adventures/id1360846116>

Google Play Link: <https://play.google.com/store/apps/details?id=com.sjgr.Heidi>

- Wrote shaders for image effects <http://vikaschaudhary1.blogspot.in/2014/03/unity3d-shaders-for-image-effects-like.html>
- Button script <http://vikaschaudhary1.blogspot.com/2014/03/unity3d-simple-button-for-sprite-and.html>
- Joy Stick with re button <http://vikaschaudhary1.blogspot.in/2014/03/unity3d-joystick-with-re-button.html>