Sudhanshu Aggarwal

Gameplay Programmer

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EDUCATION

Carnegie Mellon University – Entertainment Technology Center (ETC)   **(Pittsburgh, Pennsylvania)**
Master of Entertainment Technology   (May 2015)

Manipal University – Manipal Institute of Technology   **(Karnataka, India)**
Bachelor of Engineering in Electronics & Communications   (2007 - 2011)

KEY SKILLS

Programming	Highly Skilled - C++, Java, JavaScript
	Skilled– C, OpenGL 3D Programming, Shader Programming
Platforms	Android, Kinect, Oculus Rift, EyeGaze (Eye-tracking), PS Move, PC
Software	Unity3D, Visual Studio, IntelliJ, Eclipse, MonoDevelop, Perforce, SVN Repository, Adobe Photoshop

PROJECTS

***Lead Gameplay Programmer,* Legato - ETC Pittsburgh (Current) (Spring 2015)**

Working in a team of 14 members (2 teams in different locations) to create a jelly style chaotic coop game on TV and Mobile platform for non-gamer families. Using Unity3D and HTML5 with Javascript for phone application within a time frame of 4 months on platforms TV and mobile devices. My responsibilities include leading a team of 7 programmers, managing architecture and repositories, assigning tasks as well as emulating soft-body physics on the mobile device.

***Gameplay Programmer*, Ocean Empire – ETC Pittsburgh (Spring 2014)**

Worked in a team of 6 members to create a ocean based ship building and fighting game on Roblox platform for young gamers. Using proprietary Roblox Game Engine and Lua scripting language within a time frame of 4 months on platforms PC and iPad. Worked on the ship controller, camera movements and UI.

***Programmer*, Building Virtual Worlds – ETC Pittsburgh (Fall 2013)**

Worked in a team of 5 members to create rapidly prototyped games on various platforms using Unity3D and C# within a time frame of 1-3 weeks each. The 5 rounds (with the project duration, platform and my role in the project) are listed as follows:

Sugar Rush	(2 weeks) Kinect platform. Worked on the non-player character AI, character controller, camera movements and Kinect gestures
Cloud 9 Airport	(2 weeks) Oculus Rift platform with PS Move controllers. Worked on the character controller by integrating the Oculus and PS move platforms
Stargaze	(1 week) Eye-tracking technology
Sebastian's Fear	(3 weeks) PS Move controllers
PowerFall	(3 weeks) Android phones and PC. Worked on the Android client for sound input from the player converting the Raw sound data into frequency and amplitude data and also 2D character animations

PROFESSIONAL EXPERIENCE

***Android Engineer Intern*, Scopely, Los Angeles, California**   **May '14 - Dec '14**

- Android game development – Using Java to create a dice game for Android.
  - Designed the whole game architecture from scratch
  - Integrated a 2D game engine (AndEngine) into the app. (Modified some engine code to fit specific needs)
  - Recreated a full network interface with Scopely's internal servers
  - I was the only one who worked on the project and still completed it within that time frame.

***Systems Engineer*, Infosys Ltd, Pune, India**   **Aug '11 - May '12**

- Web development – Using HTML, CSS, jQuery, SQL Database, Hibernate plugin, Spring Framework to create a usable internal project management system

POSITIONS OF RESPONSIBILITY

- Served as the **Category Head** - Game competition event in **Revels'10**, a National Level Cultural Festival during undergrad where I was responsible for managing a team of 15 volunteers to organize and coordinate gaming events
- Served as the **Graphic Designer Head** for **Techtatva'09,** a National Level Technical Festival held in 2009 where I used Adobe Photoshop to create promotional posters for advertising the events happening during the Festival