

VIVEK VIDYASAGARAN

Programmer

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EDUCATION | **CARNEGIE MELLON UNIVERSITY** 2014 - 2016
Masters in Entertainment Technology
VELLORE INSTITUTE OF TECHNOLOGY 2010 - 2014
Bachelor of Technology in Computer Science and Engineering

AREAS OF INTEREST | Computer Graphics
High Performance Computing
Game Programming
Game Design

SKILLS | Unity3D, C#, Python, CUDA, C/C++

EXPERIENCE | **GOOGLE SUMMER OF CODE 2014**
INTERNATIONAL NEUROINFORMATICS COORDINATION FACILITY SUMMER 2014
Worked on a Neural Circuit Simulator called MOOSE. Implemented a parallel algorithm for simulating current flow between different neurons in a brain.

INTERNSHIP PROGRAM IN TECHNOLOGY SUPPORTED EDUCATION
MSRIT BANGALORE DEC 2013
Created an educational game that taught middle school students properties of light through an interactive role-playing game. Did level design and gameplay programming.

ACADEMICS | **BUILDING VIRTUAL WORLDS, CMU ETC, PITTSBURGH** FALL 2014

- **Fananviki** - A horror game made using the Oculus Rift and the PS Move controller. Implemented NPC spawning and movement and an algorithm for throwing objects using the PS Move controller.
- **Eagle King** – An exploration game where players control an eagle and explore a forest. Made using Microsoft Kinect. Implemented fluid bird motion with Kinect and enemy AI.
- **KFC** – A fast-paced obstacle avoiding game using the leap motion. Worked on gameplay and the user interface.

BALANAR'S ADVENTURES, VIT UNIVERSITY, INDIA FALL 2012
A 2-D side scrolling game made as a personal project. Uses original art and sound assets. Made using Python with the PyGame library.

WEATHER FORECASTING APPLICATION, VIT UNIVERSITY, INDIA WINTER 2014
Created a weather forecasting and dissemination application that sends emergency weather alerts to rural farmers via mobile telephony. Worked with the core weather forecasting software and data visualization features.

VISUALIZING WORLD UNIVERSITY RANKINGS, VIT UNIVERSITY, INDIA FALL 2013
Developed a visualization suite for making quick and simple graphs in Python. Worked on the graphics and user interface elements. This was presented at the IAFOR International Conference on Education in Brighton, UK.