Rahul Nagarkar

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (August 2014 - May 2016)
Master of Entertainment Technology
Manipal Institute of Technology, Computer Science (May 2010 - May 2014)
Bachelor of Engineering in Computer Science

Relevant Coursework: Relational Database Management, Design and Analysis of Algorithms, Data Structures, Computer Graphics, Computer Game Programming

SKILLS

- Programming Languages: C++, C#, Python, JavaScript
- Relevant Software Used: Unity, Unreal Engine 4, Trello, Jira, Hansoft
- Source Control: Perforce, GitHub, SmartSVN
- 3D Modeling: Maya

EXPERIENCE

Winistry Inc, *San Franscisco, CA*
- o *Client Gameplay Engineer* (June 2016 - Current)
    - Working in virtual reality startup as client gameplay engineer to program features for next generation virtual casino games with both 2d slots and 3d VR slot games using Unity 5
    - Architecting and programming dynamic lobby system for slot games for IOS, Android, Oculus and Gear VR.
    - Programming UI system with focus on creating tools for designers to keep updating content through a custom built data driven model.

Universal Studios, *Orlando, FL*
- o *Software Engineering Intern* (January 2016 - May 2016)
    - Working on ride visualization software using Unity 5 for HTC Vive.
    - Programming tools for data analysis and extraction using Python.

Schell Games, *Pittsburgh, PA*
- o *Production Intern* (May 2015 - August 2015)
    - Regulated and managed production needs of technical team consisting of 7 members responsible for creating an educational open world RPG game called Lexica (Vol 2).
    - Scheduled day-to-day tasks using Hansoft, conducted daily SCRUM meetings and made proof of concept gameplay prototypes.

Dhruva Interactive, *Bangalore, India*
- o *Game Programming Intern*, (January 2014 - May 2014)
    - Prototyped 3 mobile games for IOS and Android Platform using Unity 3D.
    - Collaborated with designers and created tools for UI and gameplay using C#.

ACADEMIC PROJECTS

Project Jelly Pirates In Space, *Pittsburgh ,PA*
- o *Gameplay Programmer*, (January 2015 - May 2015)
    - A 2D cooperative shoot em up hybrid developed for casual living room experience. Worked as part of a student development team and sponsored by **Electronic Arts**.
    - Programmed and implemented random world events, player ship movement, extensibility features to accommodate world events using C# in Unity3D.
    - Implemented end game treasure collection and player selection in Unity3D.

Building Virtual Worlds, *Pittsburgh PA*
- o *Gameplay Programmer/Producer*, (August 2014 - December 2014)
    - Programmed games for **Xbox Kinect**, **Oculus Rift** and **Google Tango** in 2 weeks as part of a 5 member team using Unity 4.6 game Engine