

## OBJECTIVE

- Seeking a game programmer position utilizing my capabilities and helping me gain new insights into games

## EDUCATION

### **Master of Science, Computer Science, GPA 3.94**

University of Southern California, Los Angeles, US

Aug 06 – May 08

### **Bachelor of Engineering, Honors**

University of Rajasthan, Jaipur, India

Aug 01 – Jun 05

## RELATED COURSE WORK

- 3D Graphics and Rendering
- Database Systems
- Artificial Intelligence
- Advanced Networked Games
- Analysis of Algorithms
- Software Engineering
- Game Design Workshop
- Operating Systems
- Object Oriented Programming

## SKILLS

- **Languages** : C, C++, VC++, Java, HTML, SQL, JavaScript, XML, CSS, Dynamic HTML, JSP
- **Graphics Engine** : Ogre
- **Web Servers** : Apache Tomcat, BEA Web logic
- **Databases** : DB2, Oracle 10g with Spatial and Object Oriented Features
- **Tools and Frameworks** : Toad, DOM, Struts, WinCVS, Tortoise SVN, Matlab
- **Mathematics** : 3D Mathematics and Vectors
- **Knowledge Systems** : Prolog, Powerloom
- **3D Modeling** : SolidWorks

## WORK EXPERIENCE

- **Game Programmer at USC Institute for Creative Technology, Marina Del Ray, Los Angeles** Sep 07 – Dec 07
  - Working on Virtual Humans Project for Immersive Training
  - Writing Mel Scripts to export models from MAYA to an animation control module
- **Java Developer Intern at Sophoi Inc, Los Angeles** Jun 07 – Aug 07
  - Worked on a web application using J2EE, JSP, Struts, JavaScript and Oracle 9g
- **Assistant Systems Engineer at Tata Consultancy Services, Mumbai, India** Mar 06 – Jul 06
  - Awarded Star Performer, Team Leader for a team of 4 engineers
  - Professionally trained for software engineering and consulting
  - Designed and developed a web application using J2EE, JSP, HTML, Servlets and IBM DB2
  - Worked on a national level software project module in C++
  - Presented several presentations on the client side

## PROJECTS

- **Graphics Library, Individual**
  - Developing a mini Graphics Library in VC++ capable of scan rasterization, shading, transformations and texturing
- **MMOG Infrastructure Development, Team**
  - Designing and programming an infrastructure for an MMOG in VC++
- **Search Algorithms, Individual**
  - Implemented A\*, BFS, DFS & Bi-Directional search algorithms in JAVA
- **Spatial Database Design and Implementation, Individual**
  - Used Oracle Database to develop a database for storing the spatial information of the Campus
  - Using JAVA Swing built a GUI to retrieve and display spatial information
- **Object Oriented Database Design, Individual**
  - Designed and deployed an Object Oriented Database for storing data pertaining to a painting store
- **Multithreaded Programming, Team**
  - Implemented Locks and Condition Variables and used them to develop a multi-threaded application in C++
- **Distributed Systems Programming, Team**
  - Developed Remote Procedure Calls in C++
  - Designed and developed a fault-tolerant distributed system consisting of 5 servers and 25 clients in C++
- **Maze Solving Robot, Team Leader**
  - Designed and constructed a maze solving robot
  - Programmed flood-fill algorithm for maze-solving in C

## EXTRA CURRICULAR ACTIVITIES

- Hobbies include reading autobiographies & management books
- Member of USC Dance Club and learnt Salsa Dance
- Member of the USC Techno Entrepreneurs Club & USC Entrepreneurs Club