VIVEK KOTECHA

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COMPUTER PROGRAMMER | GAME DEVELOPER

EXPERIENCE

NORTH STAR GAMES LLC, KENSINGTON

GAME PROGRAMMER — Jun'15-Current

- Helping the company bring it's board games to digital platforms
- Wrote most of the core API for Evolution game in Unity3D which handles rules, game states, game events etc..
- Designed and coded a scripting language that describes behavior of individual cards in the game
- Worked with team artists and designers to implement many parts of the UI/UX and animation systems
- Helped the team better organize our SCRUM and AGILE processes
- Made an AR prototype to showcase the digital potential of the Happy Salmon brand for the company

GIVE KIDS THE WORLD, ORLANDO

PROGRAMMING INTERN — Jun'14-Aug'14

StarScape
- Upgraded Unity3D project from 3.5.7 to 4.5.1
- Optimized the code based on new features
- Changed the code to be cross-platform

SweetDreams
- Quickly familiarized myself with the Panda3D engine
- Changes to the finite state machine to shorten the experience

ACADEMIC PROJECTS

CAVEMEN, ETC — Jan'15-May'15

PRODUCER & PROGRAMMER
- Led team of 7 to create experiences for C.A.V. E. system at ETC
- Managing project using SCRUM and created a schedule for the project. Coding gameplay & inputs

StarStone, ETC — Aug'14-Dec'14

LEAD PROGRAMMER
- Created a cross platfrom app(Android + iOS) using HTML+ AngularJS and Cordova API
- Wrote a server for this networked app using Node.js and socket.io
- With no prior experience of web technologies, demonstrated fast learning of HTML/AngularJS/node.js to create a polished prototype

TRANSCENDENCE, ETC — Jan'14-May'14

PROGRAMMER
- Created an educational mobile game for kids using Unity3D to help traumatized kids
- Coded game control & flow, save system, text system, UI
- Paper published at ACM CHI-PLAY '14
- Honorable mention in the UNAOC PEACEApp competition

BUILDING VIRTUAL WORLDS, ETC — Aug'13-Dec'13

PROGRAMMER
- A course focused on rapid prototyping and inter-disciplinary teams
- Created 5 projects in Unity3D each with a tight deadline and a specific focus
- Coded various gameplay features like Player controllers,NPC AI, AI factories, Sound managers, UIs etc
- Worked with platforms like Kinect, PS Move, Oculus Rift, Leap Motion

EDUCATION

CARNEGIE MELLON UNIVERSITY, ENTERTAINMENT TECHNOLOGY CENTER (ETC) — May'15

Pittsburgh,PA
Master of Entertainment Technology
Coursework : Computer Game Programming, Data Structures, Production & Leadership

ICAT DESIGN AND MEDIA COLLEGE — June'13

Bangalore,KA,India
Post Graduate Diploma in Game Development
Coursework : Fundamentals of game development, Science for game programming, Game engines, PC Game Development, Mobile Game Development

G.H.PATEL COLLEGE OF ENGINEERING AND TECHNOLOGY — May'12

Vallabh Vidhyanagar,GJ,India
Bachelor of Engineering in Information Technology
Coursework : Data Structures & Algorithms, OOP with Java, Advanced Java, Advanced .NET, Intro to AI

SKILLS

LANGUAGES	API	APPLICATIONS
C	Android SDK	Adobe Flash
C++	XNA 4.0	GIT
Java	Box2D	Unity3D
AS3	Cordova API	Panda3D
JavaScript	AngularJS	
HTML	node.js	

OTHER

- Individually created 6 games for my diploma at ICAT using DirectX, XNA, Flash, Android SDK and Unity 3D
- Got first hand experience in coding game loops, draw scenes, physics, basic AI, UI and gameplay features