

Chitvan Gupta

San Francisco, CA

(310) 948-9016

chitvangupta14@gmail.com

www.chitvangupta.com

www.linkedin.com/in/chitvangupta

SKILLS

Languages

Java, Objective C, C#, C++

IDEs

Unity, XCode, Eclipse

Web

HTML, JavaScript, JSTL

Version Control

Git, SVN, Perforce

Databases

SQL, AWS DynamoDB

HONORS AND AWARDS

Randy Pausch Scholarship by

Academy of Interactive Arts &

Sciences- a non profit

organization which hosts D.I.C.E.

awards

2014

AT&T Hackathon- Geoprint

Won 3 prizes for making an

iPhone app for location based

messages using ESRI's map API

2013

EDUCATION

Master of Science

Computer Science

University of Southern California

Los Angeles

December 2014

Bachelors of Technology

Information Technology

Guru Gobind Singh Indraprastha

University

Delhi, India

May 2011

EXPERIENCE

Software Engineer, GREE International Entertainment

March 2014 - Present

Unannounced Title, Melbourne, Australia [Team size: 15+]

- Developed a Unity tool for **importing assets** and animations, to simplify workflow for artists.
- Improved an **in-house Unity tool** used for making gameplay narrative by designers.
- Implemented a web-based **admin tool** used for managing player profiles by Product and QA teams, using HTML, JS, Java and AWS.

War of Nations, San Francisco, California [Team size: 25+]

- Implemented design specifications and improved existing **gameplay features** on iOS client.
- Designed and created client **API calls** to receive JSON data from server.
- Proactively improved game engine's **UI software** architecture.
- Released major versions and addressed **production issues** with Product and QA teams.
- Increased collaborative efficiency, by evaluating sprint plans with designers and managers using **Agile/SCRUM**.
- Received recognition for organizing **team-building** activities.

Intern, Learn District / Girls Make Games [Team size: 4]

May 2014 - Aug 2014

- Created game prototypes and developed a template for making platformer games using Unity and Stencil.
- Established a curriculum and taught 'Introduction to Game Development' at GirlsMakeGames camps.

Systems Engineer, Infosys Ltd [Team size: 30+]

Nov 2011 - Jan 2013

- Improved Bank of America's client application using JSP and JS.
- Developed an online shopping cart using Java and MVC approach.

PERSONAL PROJECTS

Halfway Down- Gravity based puzzle game (Unity C#) [Team size: 4]

Jan 2014- Jul 2015

- Designed/Produced/Programmed the game for iOS and Android.
- Implemented Facebook integration.

Cole- 2D Platformer Exploration game (Unity C#) [Team size: 25+]

Aug 2013- Nov 2014

- Scaled UI components for various mobile device resolutions.
- Optimized the game that reduced memory consumption by 36%.
- Developed Screen-splitting effect for pause menu.
- Programmed Cutscene animation.

ACADEMIC PROJECTS

Ambient Storytelling for Vehicle-Driver Interaction (iOS) [Team size: 8]

Jan 2014 - May 2014

- Improved iOS app used by BMW for location based story telling.
- Created an API for designers to add content using a Lua web-tool.

UI system for customized Game Engine (C++) [Team size: 2]

Oct 2013- Dec 2013

- Extended engine code to accept touch and controller input.
- Implemented class library for UI components.