

SUNIL SANDEEP NAYAK

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OBJECTIVE

To secure a Spring 2018 Co-op / full time position as a Programmer / Technical Artist

EDUCATION

ENTERTAINMENT TECHNOLOGY CENTER, CARNEGIE MELLON UNIVERSITY, PITTSBURGH, PA

Master of Entertainment Technology

AUG 2016 - MAY 2018

NATIONAL INSTITUTE OF TECHNOLOGY KARNATAKA, SURATHKAL, INDIA

Bachelor of Technology in Computer Engineering

JUL 2012 - MAY 2016

SKILLS

- Python, C#, C, C++, PyQt5
- Unity3D, Autodesk Maya, Perforce, Linux, OS X, Win 10
- Logic Pro X, GarageBand, FL Studio, Audacity, Wwise
- iMovie, Adobe PremierePro, Adobe Audition

EXPERIENCE

PROGRAMMING INTERN

Cortina Productions Inc. - McLean, VA

SUMMER 2017

- Roles - *Programmer, Technical Artist*
- *Contributed to multiple projects involving OpenCV, Vuforia, Unity3D, Kinect2, Compute Shaders, Shader Forge, and Fluid Simulation*
- *Programming Lead for the all-intern project which involved Mobile AR for Android*

RESEARCH INTERN

Mitacs Globalink Research Internship Program - SFU Surrey, Canada

SUMMER 2015

- Roles - *Gameplay Programmer, Technical Artist*
- Programmed a Harry Potter themed game with Unity3D, the Oculus Rift and Razer Hydra to aid in conducting research on Human Spatial orientation in Immersive Virtual Environments

ACADEMIC PROJECTS

Project Hindsight - ETC, CMU, Pittsburgh, PA

SPRING 2017

- Roles - *Programmer, Technical Artist*
- Programmed interactions, tweaked existing shaders, handled live action footage in Unity 3D (C#) and made Maya tools
- Worked in a team of 6 on emotional storytelling with interactive live action in VR using photorealistic 3D objects with the Oculus Rift and Oculus Touch platforms

PERSONAL PROJECTS

Stair Generators for Maya 2017 - Solo Project

FALL 2016

- A set of tools for Maya 2017 that help create and dynamically modify staircase models. Uses PyQt5 and Python

BeeBall - Global Game Jam 2017 - Global Game Jam 2017 - Team of 4

SPRING 2017

- Worked as a Technical Designer in a team of 4 on a game called "BeeBall" built in 48 hours for GGJ 2017
- Won the "Best Theming" Award at the Pittsburgh Site