

SUNIL SANDEEP NAYAK

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OBJECTIVE

To secure a full time position as a Tools Programmer / Technical Artist

EDUCATION

ETC - 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

- C#, Python, C++, C, PyQt5
- Unity, Autodesk Maya, Visual Studio
- Perforce, TortoiseSVN, JIRA
- Linux, OS X, Win 10

EXPERIENCE

SOFTWARE ENGINEERING INTERN

Hangar 13, 2K Games Inc. - Novato, CA

- Roles - *Tools Programmer*
- Contributed to multiple tools for Hangar 13's proprietary game engine involving C#, C++, WPF, XAML
- Duties involved writing new features, and also doing bug fixes for the engine tools

SPRING 2018

PROGRAMMING INTERN

Cortina Productions Inc. - McLean, VA

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

SUMMER 2017

ACADEMIC PROJECTS

Project Curiouser - ETC, CMU, Pittsburgh, PA

FALL 2017

- Roles - *Lead Programmer, Technical Artist*
- Designed the architecture and built gameplay in Unity (C#), tweaked existing shaders
- Liaison for programmers, designers and artists

Project Hindsight - ETC, CMU, Pittsburgh, PA

SPRING 2017

- Roles - *Programmer, Technical Artist*
- Programmed interactions, tweaked existing shaders, handled live action footage in Unity (C#) and made Maya tools
- Published at CHI PLAY 2017 (Amsterdam), World Design Summit 2017 (Montreal)