

# Gaurav Nanda

Game Programmer

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## Skills

C++ 14

C#/Java

Swift/Objective-C

Unreal Engine 4

Cocos2d-x

Unity 5

Visual Studio

XCode

Source control (Git, P4V)

## Projects & Experience



### ROCKSTAR GAMES AI/GAMEPLAY PROGRAMMER

DEC, 2020 - MAR, 2024, BANGALORE/ APRIL, 2024 - PRESENT, EDINBURGH

- Currently, I maintain and update the codebase that expresses the player movement controls in the game.
- Implemented a system to detect stairs around peds to load and control blending to stairs locomotion animation assets.
- Maintaining and applying various gameplay concepts to the weapons swap system.
- Designed and created a bespoke tool to control and edit game data.

### PAPERBOAT APPS MOBILE GAME PROGRAMMER

DEC, 2018 - NOV, 2020, MUMBAI



#### KTown

- Created a data-driven engine, on top of cocos2d-x, to populate and handle gameplay interactions with Items and Characters in a doll-house game.

#### KiddKart

- Built a pseudo-3D gameplay experience "driving into the display", in a car driving, endless runner game, using cocos2d-x.
- Created a custom data editing tool to create patterns to control gameplay and flow.



### UNIVERSAL CREATIVE INTERN PROGRAMMER

OCT, 2017 - DEC, 2017, ORLANDO

- Implemented an extensible gameplay tool in UE4 C++ to load and apply character specific gameplay interactions for a VR prototype.
- Designed and developed the client application modules for a mobile app prototype, including the UI elements.

### FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY(FIEA), UNIVERSITY OF CENTRAL FLORIDA STUDENT

AUG, 2016 - AUG, 2017, ORLANDO



#### The Draft, Capstone Project

- Worked on various VR Gameplay systems, including implementing an Archer character from scratch.

#### Physics Model of a Boat in Water, Personal Project

- Implemented a physics model that enables a boat to utilize a collection of forces so that it behaves buoyant, accurately, on a body of water.

#### Ghost Chamber

- Built a middleware, using AutoCAD API in C# to enable reading and interpreting gestures from the Kinect.



### CAPGEMINI INDIA SOFTWARE ENGINEER

FEB, 2014 - JUL, 2015, MUMBAI

- Worked in development of modules in any aspect of the IBM ESB platform.
- Developed a module to help automate the production support activity of our team.

## Education

### UNIVERSITY OF CENTRAL FLORIDA/MSc in INTERACTIVE MEDIA - Major in Programming

AUG, 2016 - DEC, 2017

### UNIVERSITY OF MUMBAI/BACHELOR OF ENGINEERING in COMPUTER ENGINEERING

AUG, 2009 - JUL, 2013