

Sharan Shodhan

Gameplay Programmer, Mobile Application Developer

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EDUCATION

Entertainment Technology Center (ETC), Carnegie Mellon University, Pittsburgh, USA **Expected May 2018**
Master of Entertainment Technology

Dhirubhai Ambani Institute of Information and Communication Technology (DA-IICT), India **May 2014**
B. Tech. Information and Communication Technology
Relevant Courses: Data Structures and Algorithms, Database Management Systems, Computer Graphics, Computer Games: Design and Implementation

SKILLS

Languages

C#, Swift, Java, Python, JavaScript, ActionScript 3, C, HTML, MySQL

Frameworks

Unity 3D / 2D, iOS, Oculus Rift, Leap Motion, HTC Vive, Cocos2d-JS, Adobe Flash, Amazon Web Services

EXPERIENCE

Game Developer Intern, Tangible Play, Palo Alto, CA, USA **January 2018 - Present**
Currently working on a Unity-based mobile game in a team of five. Have been responsible for the UI system in the game along with writing tools in Unity to assist the development process.

Game Developer Intern, Tangible Play, Palo Alto, CA, USA **May 2017 - August 2017**
Worked on 6 different projects in a short amount of time with considerable contribution in each of the projects. Created an SDK for developers outside the company enabling them to create games using the company's computer vision system. Implemented live features in 3 existing Unity-based iPad games. Worked on the core game infrastructure based in Unity that multiple games shared.

Lead Developer, Teal Labs, India **February 2016 – August 2016**
Led a team of 7 developers to create a product that enables customized delivery of education to each child as per his/her interest and need. With various game elements and the aim of driving engagement in education, built a 21st century tablet-based learning system in Unity (C#) for kids in grades 5-7. With frequent play tests and close collaboration with teachers and students of the school, was able to create an incredibly engaging and measurably effective application.

Co-founder and CTO, Dekorote, India **May 2015 - December 2015**
Co-founded the company with the aim of providing an elegant technology-enabled interior designing service accessible to everyone. Being the only iOS developer on the team, was successful in getting the product to market within 3 months. Led an interdisciplinary team of 20 employees primarily focusing on the mobile product.

Lead Game Developer, Playpower Labs, India **January 2012 - April 2015**
Developed over 12 educational games across multiple platforms played by over a million people across the globe:
- **Math Planet** - Developed a fun Math Game Curriculum called Math Planet in a 5-person team. With over 800k downloads on the App Store, the app teaches all concepts of Math to kids in grades 1-8.
- **Math Pop** - Solo Developer for an engaging Math practice app for kids in grades 1-5. With 100 adaptive levels, the app teaches number sense, operations, math facts and fractions. The app was created using Flash and Starling framework. Was successful in overcoming the challenge of sluggish performance of Flash on mobile platforms.

ACADEMIC PROJECTS

Project Voyage, ETC **January 2017 – May 2017**
Voyage is a multiuser mobile virtual reality experience using Google Daydream that has been developed for middle-school science classrooms, specifically to assist students in learning about biomes. Was the lead programmer and producer to create this immersive experience and deploy it in grade 7 classroom at Cornell School.

Wizards of Coz, ETC **January 2017 – May 2017**
Being a lead programmer and producer, developed games and experiences for Cozmo robots using Python SDK for our client **Anki**.

PUBLICATIONS

[Interface Design Optimization as a Multi-Armed Bandit Problem](#) - ACM CHI

[Is Difficulty Overrated? Measuring the Effects of Motivational Design Factors in an Educational Game](#) - ACM CHI