Sharan Shodhan

Gameplay Programmer, Mobile Application Developer

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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

Engineering Lead, Tonk Tonk Games, Austin, TX, USA   **January 2019 - Present**
Leading the Unity client-side efforts for uFighter, a real-time mobile fighting game with unique first-person camera controls and avatar customizations. Worked on Editor tools to help with art pipeline, built out core combat features, iOS native plugins for custom native support, and complex UI systems as part of my role at Tonk Tonk Games.

Software Engineer, Games, Tangible Play, Palo Alto, CA, USA   **January 2018 - January 2019**
Led the engineering effort for 3 Super Studio games, developed in less than 9 months. The games enable the kids to draw their favorite Disney characters and see them come to life on the tablet. The games are compatible with multiple screen resolutions for iOS and Fire tablets. Created custom editor tools to streamline the process, integrated Spine's animation system with our custom animation tools.

Game Developer Intern, Tangible Play, Palo Alto, CA, USA   **May 2017 - August 2017**
Worked on 6 different projects in a short span of 3 months with a 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. Worked on the core game infrastructure based in Unity that is shared between multiple games.

Lead Programmer and Producer, Project Voyage**,** ETC, Pittsburgh, USA   **January 2017 – May 2017**
Created a multi user networked mobile virtual reality experience using Google Daydream for middle-school science classrooms, specifically to assist students in learning about biomes. The experience supports 1 teacher on an iPad and up to 20 students in VR headsets interacting with each other via the daydream controller in real-time. Was the lead programmer and producer and saw it through to deployment in grade 7 classroom at Cornell School.

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. Built a 21st-century tablet-based fun learning system in Unity (C#) for kids in grades 5-7. With frequent playtests 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, Dekorate, 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. 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. Solo Developer for an engaging Math practice app, Math Pop, for kids in grades 1-5. Was successful in overcoming the challenge of sluggish performance of Flash on mobile platforms.

EDUCATION

Entertainment Technology Center (ETC), Carnegie Mellon University, Pittsburgh, USA   **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

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