

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

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.

Research Scholar, Carnegie Mellon University, Pittsburgh, USA **May 2013 - July 2013**
Created an experimental infrastructure to study the impact of various game parameters on a measured outcome metric. Developed a server-based design optimizer, providing the opportunity to very easily embed experimentation into a game design process and determine optimum design conditions.

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

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**.

Building Virtual Worlds, ETC **August 2016 – December 2016**
As a programmer, rapidly prototyped interactive games using Unity (C#) every 2 weeks in interdisciplinary teams of 4-5 on cutting-edge technologies such as Oculus Rift, Leap Motion, HTC Vive and Cozmo Robots.

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

HONORS

Won, National STEM Game Competition Educational App Grand Challenge, USA in 2011

Won, New York City Department of Education "Gap App" Competition, USA in 2013