

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

Software Engineer, Games, Tangible Play, Palo Alto, CA, USA

January 2018 - Present

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 animate and come to life on the tablet. The games are compatible with multiple screen resolutions for iPhone, iPad and Fire tablets. Worked on latest Unity features like Timelines and Unit Tests, 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. This also included writing custom native iOS plugins for notification and web library.

Lead Programmer and Producer, Project Voyage, ETC, Pittsburgh, USA

January 2017 – May 2017

Created a multiuser 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 to create this immersive experience and deploy it in grade 7 classroom at Cornell School. Voyage has had 3 publications and has been accepted into 6 different conferences so far.

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, Dekorata, 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.

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