

Anil Unnikrishnan

Programmer

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Relevant Coursework

Game Design
Computer Graphics
Building Virtual Worlds
Visual Story
Data Structures
Algorithm Design

Languages

C#
Java
Objective C
C++
C
Python

IDE/Engines

Unity
XCode
Cocos2D
Unreal Engine 4

Platforms

iOS
Android
Microsoft Kinect
PS3 Move
Oculus Rift
Google Cardboard
Eye Gaze
Makey Makey

Operating Systems

Linux
Mac OSX
Windows

Version Control

GIT
Perforce
SVN

Education

Entertainment Technology Center (ETC), Pittsburgh
Carnegie Mellon University - Master of Entertainment Technology
Aug 2015 - May 2017

Federal Institute of Science and Technology (FISAT), Kerala, India
Bachelors in Technology (B Tech), Computer Science
Aug 2008 - Jul 2012

Academic Projects

Sony PlayStation - VR and Game Design (Spring 2016)
Designing and developing virtual reality games for PlayStation VR in collaboration with the Sony PlayStation team at San Mateo

Building Virtual Worlds - ETC - Programmer (Fall 2015)
Collaborated with 5 member teams on 2 week long projects as a programmer, rapidly prototyping games for the latest hardware like Oculus Rift, Microsoft Kinect and PS3 Move

Work Experience

Carnegie Mellon University - Experimental Game Design Teaching Assistant (Aug 2016 - present)
Helping Jessica Hammer and Jeff Bigham developing assignments and grading for the Game Design class based on Twitch and Amazon Web Services

Samsung Research America - Software Engineering Intern (May 2016 - Aug 2016)
Worked with the Computer Vision team under the Global Vice President Pranav Mistry working on Augmented Reality based applications making use of OpenGL ES for Android

Cognitive Clouds - iOS Lead (Oct 2014 - July 2015)
Worked closely with the client on multiple mobile projects, developing the application from inception to delivery.

Quest Technologies Inc. - iOS Lead (Aug 2013 - Sept 2014)
Lead the iOS team in developing the company's flagship Q&A app

Sourcebits - Software Engineer (Aug 2012 - Jul 2013)
Worked with senior iOS developers and developed apps using UIKit, AVFoundation, MapKit to name a few

Personal Projects

Bolt Game
A simple game developed using SpriteKit and later ported to Cocos2D for cross-platform support. Developed the server using Parse