JAY SHARMA
Game/Graphics Programmer

SKILLS

Software Engineering
- Engine Architecture
- Algorithm Analysis
- Data Structures
- OpenGL
- Valgrind
- Make/Premake

Operating Systems
- Linux/Unix
- Windows

Development & Management Systems
- GNU/Clang Compilers
- Git/Github
- Nintendo SDK

Game Engines
- Unreal
- Unity

Production & Tools
- Trello
- Microsoft 365
- Azure DevOps

Media Production
- Adobe Creative Cloud
- Autodesk Maya
- Blender 3D
- Pixologic ZBrush

LANGUAGES

- C
- C++
- C#
- LUA (familiar)
- Assembly (familiar)
- MEL Script (familiar)

CONTACTS

🌐 **https://jaysharma516.com**

✉ **jaysharma516@yahoo.com**

in **linkedin.com/in/j-sharma**

💬 **Paradept#7777**

EXPERIENCE

Game Developer   **May 2023 - Present**
Alter Learning, Educational Platform Inc.
- Collaborated with multiple international, multidisciplinary teams in a fully remote environment to create educational content for K-12 users.
- VR/AR application development via Unity.

Animation and Shader Programmer   **January 2022 - December 2022**
Divergence
- 3rd Person Action-Adventure game developed in UE4.
- Utilized animation blueprints and state machines to integrate baked animations into the engine.
- Developed a parallax occlusion mapping material function to provide the environment art team with a tool for enhancing the game's overall aesthetic.

Graphics and UI Programmer, Tech Artist   **August 2021 - December 2021**
Ceramic Soul
- Adventure Puzzle game developed in UE4.
- Produced materials and VFX to expedite artist workflows.
- Designed a novel UI system, complete with event blueprints and animated widgets, to enhance user experience.

Tech Lead and Graphics Programmer   **August 2020 - May 2021**
Camelia
- Sidescrolling Platformer coded in custom C++ game engine.
- Directed and tasked a team of five programmers to develop an engine for non-technical clients, including two game designers, three artists, and a sound designer.
- Developed the proprietary graphics rendering software using OpenGL.
- Programmed the essential framework of the engine, including debugging tools, an input-driven event system, and build automation.

EDUCATION

Bachelor of Science in Computer Science in Real-Time Interactive Simulation
Graduated in April 2023 with honors,
DigiPen Institute of Technology, Redmond, WA.

Bachelor of Science in Media Arts & Animation
Graduated in December 2016 with honors,
The Art Institute of Indianapolis, Indianapolis, IN.