L U V N E E S H   M U G R A I

(718) 640-3501 • lm3300@nyu.edu • https://github.com/LuvneeshM

EDUCATION

New York University Tandon School of Engineering   Brooklyn, NY
Bachelor of Science – GPA: 3.91   May 2019
- Major: Computer Science   ▪ Minors: Game Engineering and Integrated Digital Media
- Courses: Operating Systems; Introduction to Game Programming; Design and Analysis of Algorithms; Linear Algebra and Differential Equations; Data Structures and Algorithms; Discrete Mathematics; Object-Oriented Programming

TECHNICAL SKILLS

Software: Linux/Unix; Microsoft Office; Git/GitHub; Android Studio; Unity3D; Adobe Creative Cloud; Visual Studios; RPG Maker VX Ace; Xamarin Studio
Programming: C/C++; C#; Java; Python; HTML; CSS; JavaScript

WORK/RESEARCH EXPERIENCE

Gilly Works
  A startup aimed at creating user-friendly, fun and entertaining apps for iOS and Android
Co-Founder/CTO   Dec. 2016 – Present
- Game Designer/Developer – Color Drift
- Game Designer/Developer – Gilly Connect

Amalgamated Bank   New York, NY
Information Technology Intern   July 2017 – August 2017
- Created flowcharts and workflow diagrams, using Microsoft Visio, to breakdown the DC37 Process while working with my supervisor and Trust Operations division
- Performed internal validations and quality assurance on the eNar system to look for faults and bugs and report directly to the head software developer of the team
- Developed a program, using C# and SQL, to use on a weekly basis to parse over 30,000 ATM and credit card transactions, append data into database, and check for and identify credit card fraud

Rain Reality   New York, NY
  A student team of designers, developers, and marketers with a mission to help teachers integrate augmented reality to their students learning environments
Junior Unity Developer   Jun. 2017 – August 2017
- Operated directly with co-founder to build an augmented reality physics simulator using Vuforia and Unity, including scenes for inelastic collisions and Newton's Cradle
- Implemented haversine formula to create a function to calculate distances in kilometers based on current and destination GPS coordinates for the Shaver's Creek app
- Work in conjunction with other intern to document instructions/protocols for and implement OpenCV, which provides greater freedom of control with image processing, as a back-end library for the expansion and redesign of Evolution Of Earth HoloLens project into a mobile application
- Combined visual novel aspects into a laboratory environment to develop 2 chemistry mini-activities

New York City Department of Parks and Recreation   New York, NY
Game Design Intern   July 2016 – Aug. 2016
- Coordinated with instructor to support content generation, implement teamwork dynamics and facilitated learning game design while guiding 25 teens to create games with RPG Maker VX Ace

PROJECTS

Color Drift – Unity/C# (2017)
- Color-based reaction game in which players tap circles the same color as the character in a test of reflexes and color perception, with over 25,000 cumulative downloads
- Developed space-efficient and optimal algorithm for user input and endless gameplay

Gilly Connect – Unity/C# (2017)
- Multi-directional version of connect four, with single- and two-player modes
- Responsible for game logic for two-player mode, ball movement, and winner check

XNA 3D Space Shooter – C# (2016)
- Designed a 3-D asteroid shooter utilizing matrices to optimize smooth translations, rotations, and scaling during gameplay