

Portfolio: www.neesarg.me | Email: neesarg.banglawala@gmail.com | Contact: +1 (940) 218-3041

Skills

LANGUAGES

C++ : 6 years
C : 1 year
C# : 9 months

IDE / API

Unity, Unreal Engine 4
Visual Studio 2017
OpenGL 4.2

DEVELOPMENT TOOLS

Perforce, Git
Hansoft, Jira
Maya, RenderDoc

CONCEPTS

Agile
Scrum

Work Experience

SONY – TECHNICAL GAME DESIGNER

JULY 2019 - CURRENT

- Bridged the gap between engine code used for global features and the scripts to create unique player interactions.
- Helped with animation scripting, **melee combat**, weapons as well as the player and AI **navigation system**.
- **Designed and implemented** virtual **cameras** for our third-person games.

Shipped Games

THE LAST OF US - PART II

PS4 | NAUGHTY DOG ENGINE

- Polished the **gameplay cameras**: blending system, weapon aiming, clipping issues, in-game cinematics, collision.
- Suggested **CPU & GPU optimizations** for delivering a consistent framerate throughout the game.
- Helped with gameplay **bug fixes** during last six months of the development.

LA RANA

STEAM | UNREAL ENGINE 4

- Worked with artists as the **animation** programmer to make the game's main character, a frog, feel full of life.
- Collaborated with level designers to **rapidly prototype** gameplay features for puzzle elements.
- Developed **tools** for finale cinematics, asynchronous level-streaming, and telemetry data.

Personal Projects

DYNAMIC THIRD-PERSON CAMERA SYSTEM

C++ | OPENGL | PERSONAL ENGINE

- Architected a camera system to enable smart and aesthetically pleasing **camera movement**.
- The system can be used to create vastly different **camera behaviors** like Follow, Freelook, and Shoulder View.
- Fully customizable **camera constraints**, which can enable complex features like collision avoidance.

MEKORAMA CLONE – 3D TOWER BASED PUZZLE GAME

C++ | OPENGL | PERSONAL ENGINE

- A click-n-drag game where mouse **gestures** are recognized with the help of a **Pick Buffer**.
- Player controlled robot does **pathfinding** using a three-dimensional heatmap.
- Data-driven **level builder** using XML files.

Education

SMU GUILDHALL, PLANO TX | 2017 TO 2019

- Master of Interactive Technology
- Specialization in Software Development

NIRMA UNIVERSITY, INDIA | 2012 TO 2016

- Bachelor of Technology
- Computer Engineering Major