



sood.fyi

contact@sood.fyi

TECHNICAL SKILLS

C, C++, C#, Java
 Unity, Unreal Engine 5
 Git, Perforce
 Python, NodeJS, TypeScript, PHP, Go
 SQL, Mongo, Couchbase, Redis
 AWS, Firebase
 Unix Shell Programming
 Photoshop, Blender, Maya
 Jira, Trello, HacknPlan

DISCIPLINES

Game Design & Development
 Artificial Intelligence for Games
 Rapid Prototyping
 Systems Design
 Tool Development
 Full Stack Development
 Mobile & Web App Development
 3D Printing and Prototyping

SOFT SKILLS

Strong Communication Skills
 Public Speaking
 Leadership
 Project Management
 Event Planning & Organization
 Cross-disciplinary Collaboration
 Adept & Adaptable
 Tech Agnostic
 Attention To Detail

EDUCATION

**Master of Entertainment,
 Arts & Engineering**
 2022 - Current
 University of Utah, Salt Lake City, US

**Bachelor of Technology in
 Computer Science & Engineering**
 2014 - 2018
 PES University - Bangalore, India

SAURABH SOOD

Game Designer & Engineer

WORK EXPERIENCE

Engineer & Producer - Graduate Research Assistant

The GApp Lab, University of Utah - Salt Lake City, US **2022 - Now**

- Worked on 3 projects building experiences for healthcare and social workers
- Project manager for *Unity* VR & Mobile training software suite for social workers
- Coordinated between external partners and engineering team of 8
- Analyzed requirements, broke down problems, designed solutions & specifications
- Built a VR narrative experience in *Unity* to educate healthcare workers about Social Determinants of Health and Cultural Humility
- Created *NodeJS* web App to educate on heart diseases, medication and side effect

Software Engineer II

Moonfrog Labs Pvt. Ltd. - Bangalore, India **2019 - 2022**

- Worked on 5 large scale online multiplayer mobile games
- Planned tasks for engineering team, coordinated with Art, QA & Management
- Programed Gameplay, VFX, UI/UX & Tools using C++, Cocos2D-x, *Unity* & C#
- Backend development using *NodeJS* with *Mongo*, *Couchbase*, *Redis* & *AWS*
- Developed SDKs for online multiplayer, social and live service features
- Built fullstack web apps for in-house payment and customer support platforms

Internet Media Technology Engineer

Ittiam Systems Pvt. Ltd. - Bangalore, India **2018 - 2019**

- Development & optimization video encoders in C, C++ & ARM Assembly
- Automation of quality & performance testing using *Python* and *Shell* scripts

PROJECT HIGHLIGHTS

Get Off My Lawn! - Team of 10

An alternative controller game using a rocking chair and a garden hose **2023**

- ★ **Nominated for the *Indiecade 2023 Live Action Award***
- **Roles:** Hardware Engineer, Designer & Engineering Producer
- Handled game design, project planning and production
- Building the hardware & electronics using microcontrollers, sensors & 3D printing
- Writing C++ drivers for controller to interface with *Unreal Engine 5*

Marshmallow Mash - Team of 8

A 4 player party game. Compete to collect the most marshmallows **2022**

- **Roles:** Engineer & Designer
- Built NPC AI using behavior trees in *Unreal Engine 5*
- Worked on gameplay systems, VFX, animation integrations, & UIs

Toy Planet - Team of 5

An 2D arcade style skill game. Avoid meteors and collect toys **2022**

- Built a 2D planet generator with procedural surface shape & texturing in *Unity*
- Created gameplay systems for pickups, meteors and morphing the planet surface

Grand Theft GPU for the AI and Games Game Jam - Solo

A stealth game to sneak past swarms of security drones and steal GPUs **2021**

- Created NPC drone AIs using *Unity* NavMeshes and swarm algorithm

ADDITIONAL EXPERIENCE

30+ Game, Tech and Creative Projects built over 10 years **2012 - now**
Hosted Workshops & Game Jams on game design & development **2018 - 2022**
Founded the PES Game Dev Club with a community of 100+ students **2018**
Head of PES Entrepreneurship Cell inspiring young leaders & entrepreneurs **2017**