

SACHIT VITHALDAS

30 Picadilly Ct, San Rafael, CA 94903 • (949) 419-5529 • sachit.vithaldas@gmail.com • www.sachit.me

EDUCATION

University of Southern California

Master of Computer Science (Game Development)

GPA - 3.88

May 2015

Thadomal Shahani Engineering College (TSEC)

Bachelor of Computer Engineering

Passed with First Class

Received the **TSEC Leader Award** and the **TSEC Ambassador Award**

June 2013

TECHNICAL PROFICIENCY

Programming Languages

C++, Java, C, C#, Objective-C, JavaScript, Matlab, Python

Machine Learning

Tensorflow, Keras

Web Technologies

Amazon AWS, Node.js, Google Cloud, PHP, MySQL, HTML5, CSS3

Game Engines

LibGDX, Unity 3D, Unreal Engine 4, Processing

Development Platforms

PS3, PS4, Xbox 360, Xbox One, iOS, Android, J2ME, Mac OS, Linux, Windows

WORK EXPERIENCE

Hangar 13 Games (2K Games) - Novato, CA

Software Engineer, Artificial Intelligence

- Built a new **perception system** that is significantly more performant than the one used in Mafia 3
- Assisted in the development of **core systems** related to **world interactions** and **combat**.

April 2017 - current

Hangar 13 Games (2K Games) - Novato, CA

Associate Software Engineer, Engine

- Streamlined designer workflow time by providing robust **game design and profiling tools**.
- Optimised skeleton, cloth & mesh data enabling more functionality & improved performance.
- Implemented cross platform (PC, Xbox One, PS4) **Stats, Achievements** and **Telemetry**.

Aug 2015 - Mar 2017

Industrial Toys - Pasadena, CA

Engineering Intern

- Built an end to end solution to handle analytics events from client (**C++**) to server (**Node.js**)
- Wrote a parser that processed events and generated interactive charts and heat maps for different classes of users and integrate with **Amazon AWS**.

May 2014 - Dec 2014

Buzzterd LLP - Mumbai, India

Managing Partner and CTO

- Developed 2 mobile games - **MUEngineer** (apps.facebook.com/muengineergame) and **Mumbai Chase** (sachit.me/MUChase.apk).
- Coordinated with the **Joint Commissioner of Police for Traffic, Mumbai Police** to conduct social media marketing for **Mission Mrityunjay**. Attracted 600 students via Facebook.

Sep 2011 - July 2013

PROJECTS

Apophis (Advanced Game Projects) - apophisthegame.com

AI Engineer

- Created Ranged, Melee and Flying NPCs with **individual and group behaviours**.
- Provided designers with tools to iterate and perfect NPC behaviours per level.

Jun 2014 - May 2015

Native Console Multiplayer Game Development - sachit.me/consoles

- Developed a **cross platform FPS game** (Windows, PS3, iPad) with **cross platform multiplayer** support using a C++ based game engine called PrimeEngine.
- Implemented Partial Blending, TCP and UDP Networking, Ghost Manager, Controls and Gameplay.

Jan 2014 - May 2014

GPU Programming (DX11 Compute) - sachit.me/gpu

- Simulated 225 spaceships, each with its individual AI to attack enemies.
- Added the ability to toggle between CPU and **GPU** to show performance boost.

Nov 2014 - Dec 2014

Robot Race (iOS Game - Available on the App Store) - sachit.me/robotrace

Feb 2014 - Apr 2014