

# Rushil Gupta

Game Programmer

#133, 48-C, HIG PUDA HOUSES  
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**OBJECTIVE** To obtain a co-op as a programmer in the game industry.

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## Education:

2008-12	Chitkara University	B.E (Computer Science)
2008	Govt. Model Senior Sec. School Sec 46-D, Chandigarh	Class XII (C.B.S.E)
2006	St. Anne's Convent School, Chandigarh	Class X (C.B.S.E)

## Technical Skills:

Languages	C, C++, C#, JAVA
Game Engine	Unity 3d, HGE, Game Maker
Database	SQL

## Work Experience:

**SLK TechLabs(Ahmedabad)**, Oct 2012 - Present  
Game Developer

### Tempo Rush

<http://corderodynamics.com/>

- a 3D endless runner Game.
- used Audio Spectrum Analysis logic for changing the color of the environment using unity 3D.
- implemented the dynamic environment & obstacle for the game.
- Integrated 3<sup>rd</sup> party Plugin for Game Center, In-App Purchase, Twitter and Facebook
- designed and programmed the UI system for the game.

### Fences Fuzzle

- a 2D causal, Grid style puzzle game (inspired by Slitherlink Puzzle)
- implemented the Grid Framework and Game logic using Unity3D engine.
- designed and programmed the various level using File handling for the game.
- Integrated revmob & chartbooster interstitial in the game

### Balloon Bash

- a 2D causal, arcade style game (inspired by Angry bird).
- implemented the Sling mechanics and logic using Unity3D engine.
- Integrated Flurry Plugin for Analytics
- designed and programmed the 10 Levels for the game.

### Dalton

- a 2D causal, card based game(inspired by Tetris)
- implemented the Color matching mechanics and logic using Unity3D engine.
- integrated Web Service for Downloading Card decks & Fetching Player Information from the Server
- integrated In-App Plugin for the game

### Bee Hunter

- a 2D casual Augmented reality based game in Unity 3D
- AR module is implemented using Qualcomm Vuforia Plugin
- implemented the game mechanics and logic using Unity3D engine.
- integrated Prime 31 Social Networking Plugin.

### **Office Guy**

- a 2d causal, side scrolling game
- implemented the game mechanics and logic using Unity3d engine.
- designed and programmed the UI system for the game.

### **Academic Project:**

#### **Adhyapak Attack**

- a 2D causal, arcade style game.
- design the game in Game maker engine.
- programmed the game using GML scripts.
- later ported it into Unity 3D using C#.

#### **Bricks**

- a 2D causal, arcade style game (inspired by breakout)
- programmed in c++ using graphic library.
- implemented the sound using irrKlang audio library.

#### **Space Attack**

- a 2D causal, arcade style game.
- implemented the game mechanics and logic using HGE game engine
- implemented the sound using BASS audio library.

#### **Online Voting**

- it secured and user friendly online voting system.
- developed using Microsoft access as backend and JAVA (Java server pages) as front end.
- system can also be used for designing a ballot in a very effective and easy way.

### **Achievements:**

- Participated in University Students Symposium, title "Technology, Resources & Society", on the occasion Of National Science Day Organized by NSS Unit Chitkara University Feb 28, 2011
- 1 st in G.K MAGGI QUIZ in School.
- Participated in Debate Competition in School

### **Other Information:**

- I am conversant with *English and Hindi*.
- My hobbies include Playing Video Games, Listening music, Chess, Badminton.