



Saurav Sikarwar

**Game Programmer |
Graphics Programmer**
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Bokaro Steel City, India

Profile

Experienced Game Programmer with 8+ years of experience in game development and programming. Skilled in C++, C#, and Javascript. Proven ability to develop game mechanics, tools, and graphics for games.

Employment History

TECHNICAL SPECIALIST at Sony, Bangalore

02/2022–08/2023

Engaged in plugin development for Unreal Engine, optimizing native renderer functionality for efficient output presentation. Currently involved in SDK development for the Spatial Reality Display, focusing on creating robust application architecture and comprehensive documentation to elucidate function intricacies. Committed to mentoring and training junior team members, aiding in their skill development in math and graphics. Continuously pursuing knowledge in cutting-edge graphics programming techniques to remain updated with the latest advancements in the field.

GRAPHICS PROGRAMMER at Sony(contract), Bangalore

02/2021–08/2022

Engaged in native and managed plugin development for Unity3D, leveraging optimization techniques via compute shaders. Mentored junior team members to swiftly acquire necessary math and graphics skills essential for project execution. Provided prompt resolutions for graphics-related challenges within the team and suggested improved graphics optimization techniques. Collaborated with other Sony teams, extending support in addressing Unity3D issues and offering solutions for enhanced performance.

GAME PROGRAMMER at Hypernova Interactive, Bangalore

03/2020–01/2021

Facilitated a comprehensive understanding of client requirements during meetings and contributed to crafting Game Design Documents (GDD). Strategized task allocation aligned with the GDD specifications. Orchestrated work distribution among team members and effectively coordinated with the design team. Contributed expertise to the development of multiple hyper-casual games.

Links

[Website](#)

[Youtube](#)

[Github](#)

Skills

Unity	5/5
OpenGL	5/5
Vulkan	1/5
Three.js	2/5
C++	4/5
C#	4/5
Javascript	3/5
Git	4/5

Courses

CSE167x: Computer Graphics at UC San Diego

11/2020–12/2020

Awards

Best Team Award - SHED SRD

02/2023 – 03/2023

Innovation Award (Team)

02/2023 – 03/2022

Valuable Partner Award

02/2021 – 03/2022

GRAPHICS PROGRAMMER at KPIT, Bangalore

08/2019–03/2020

Engaged in client discussions to comprehend requirements and design alterations. Employed OSG (OpenSceneGraph) to develop life-like 3D simulations of roads for realistic car crash testing. Conducted comprehensive analysis of bugs within the current application. Recommended enhancements to refine and optimize existing workflows and processes.

SOFTWARE ENGINEER at Zinios Information Technologies, Bangalore

12/2017–08/2019

Reviewed and interpreted requirements communicated by the Manager or Sales team. Orchestrated project planning sessions with the team, delegating tasks among developers. Implemented version control tools to effectively manage collaborative developer efforts. Contributed significantly to various XR applications, predominantly for Microsoft and Studio 216. Spearheaded the development of numerous rapid in-house AR and VR prototypes.

GAME PROGRAMMER at Provab Technosoft, Bangalore

04/2017–12/2017

Reviewed and interpreted technical requirements outlined by the Tech Lead. Strategized and enhanced the application's design to meet project specifications. Developed a Unity3D application facilitating the creation of 2D-floor plans and generating corresponding 3D models. Additionally, created a Bubble Shooter game using Unity3D.

GAME PROGRAMMER at Triodoxic Digital Studio, Mumbai

05/2015–11/2015

Reviewed and interpreted Game Design Documents (GDD) and client specifications. Collaborated closely with cross-functional teams, including programmers and designers, to strategize and plan project execution. Successfully transitioned an established iOS game to Unity3D and facilitated multi-platform porting (Android, iOS, PC, etc.). Developed a 3D simulator for a third-party client, utilized as a training tool for their employees.

Education

Bachelor of Science, Academy Of Animation And Gaming, Gurugram