

MONIL HARESH GANDHI

PROGRAMMER

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Objective	To obtain summer internship in the game/graphics industry	
Education	Masters in Entertainment Technology Entertainment Technology Center Carnegie Mellon University, Pittsburgh, PA	May'10 (Expected)
	Bachelor of Engineering in Computer Engineering University of Mumbai, India	May'08
Computer Skills	Languages C, C++, OpenGL, Java, Action Script 3.0, Jscript, Lua, Python, HTML, SQL, Visual Basic 6.0 Applications Visual Studio 2008, Eclipse, Adobe PhotoshopCS3, Autodesk 3Ds Max, Adobe Flash CS3, Microsoft Office, Adobe After Effects, Premiere, Corel Draw	
Projects	Computer Graphics <ul style="list-style-type: none">• Shaders and Fresnel Effect<ul style="list-style-type: none">◦ Implemented bump mapping, displacement mapping and Fresnel effect using GLSL and OpenGL• Raytracing<ul style="list-style-type: none">◦ Implementing the ray tracing algorithm on a water surface Building Virtual worlds (BVW) <p>BVW is a fifteen week in which students work in a team to build an interactive virtual worlds.</p> <ul style="list-style-type: none">• Alley 3D Cat (Role: Modeler, Programmer) October'08<ul style="list-style-type: none">◦ Modeled the assets for this world in 3Ds Max◦ Embedded sound recognition in panda3D using PyMedia, Snack and audience interaction• Time spinner (Role: Texture artist) November'08<ul style="list-style-type: none">◦ Created UV maps using 3Ds Max and textures using Photoshop CS3• I Love Pocho!! (Role: Modeler, Designer, Animator) September'08<ul style="list-style-type: none">◦ Modeled and animated a quadruped (dog) using 3Ds max TeachCraft Present <ul style="list-style-type: none">• Developed a simulation of Newton's Laws of Motion using AS2 LAN controlled Robot fork lifter May'08 <ul style="list-style-type: none">• Designed, Programmed & Synchronized a robot with a computer in wireless mode.• Programmed sockets and Graphical User Interface for the robot to work on a Local Area Network using Visual Basic 6.0 PacMan December'06 <ul style="list-style-type: none">• Designed and implemented a game called "PacMan" using J2ME for a mobile phone Real life motor simulator May'07 <ul style="list-style-type: none">• Developed a hardware simulation of the motion of a robot car from a remote stationary cart E-Commerce Website December'06 <ul style="list-style-type: none">• Designed and implemented a working e-commerce website using HTML, ASP, ADODC	
Work Experience	Media Technology Inspector <ul style="list-style-type: none">• Inspection of all the multimedia equipments used in the classroom	
Awards and Leadership	<ul style="list-style-type: none">• Awarded "The First Penguin Award" for portraying Shirley Jackson's "The lottery" in a virtual world in a very innovative way December'08• Secured 3rd place (out of total 30 teams) in Wild Pockets Game Jam in 2008 held by Sim Ops studio in which teams were required to develop a game in 24 hours October'08• Treasurer of student's council of undergraduate college May'07• Technical head of student's council of undergraduate college May'07• Creative head for college annual festival 'Symphony' May'05	