# OJAS DILEEP SAWANT

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**Objective**

Seeking a full-time opportunity as a developer working on rapid prototypes.

**Education**

CARNEGIE MELLON UNIVERSITY
Masters of Entertainment Technology, May 2015

PURDUE UNIVERSITY
Bachelor of Science in Computer Science, Minor in Film and Video Studies, May 2013
Specialization: Graphics, Systems Programming
**Relevant Courses:** Computer Networks, Numerical Methods for Computer Graphics, Fundamentals of Computer Graphics, Operating Systems, Compilers, Relational Database Systems

**Technical Abilities**

- Programming Languages: C#, Java, C++, MIPS Assembly Language, Unix Shell
- Engines: Unity 3D Game Engine (PC/iOS/Android), Cocos2d-x
- Networking Protocols: TCP/IP, UDP
- Version Control: Perforce, Git, SVN
- Database: MySQL, Oracle (SQL*Plus)
- Web languages: HTML, CSS, Php, Perl, JSON, JavaScript

**Experience**

**Software Engineering Intern,** Intel Corporation, Hillsboro, OR *May 2014 - Dec 2014*
- Worked with Software Development Team and Product Management creating interfaces between existing software frameworks and Intel RealSense SDK and Technologies.

**Web Designer and Developer,** Center for Career Opportunities Purdue, Lafayette, IN *Aug 2012 - May 2013*
- Coordinated with a team of developers, CCO Staff and re-designed the website

**Post Production – Digital Data Manager,** Yash Raj Films (Yrf), Chicago, IL *May 2012 – Sept 2012*

**Software Verification Engineer,** Delphi-Delco Electronic Systems, Lafayette, IN *Jan 2011 – May 2011*
- Worked on a Plugin Conversion Project using C#

**R&D - IT Intern,** Mitsubishi Motors, Kuwait *June 2010 – Aug 2010*
- Developed an Interactive Touch App for Kiosk using C#, Oracle

**Project Work**

"Hello Ocean" Android/iOS App, Elementary School, WV
- Technology Programmer using Unity3D Engine - Gyroscope (Oculus Effect) underwater experience.

Building Virtual World, ETC (*Roles: Programmer, Co-Producer*)
- Unity3D Games for AR-VR, iOS, Multiplayer Android Networking, Kinect, Oculus Rift and PS Move.

OpenGL Graphics
- Implemented GPU shading using Pixel/Vertex Shaders, Ray Tracing using G3D engine
- Procedural Modeling on Purdue Campus Building and Trees
- Using ray-casting algorithm to render 3D data using concurrency

Android Apps
- Morphing application & VOIP application
- Threads/concurrency control, UDP, TCP socket programming, and GUI

XINU Operating System
- Interprocess Communication using Bounded Buffers
- Blocking Message Passing, Round Robin Scheduling

**Extracurricular Involvement**

- *Best Film Award: Lake Maxinkuckee Film Festival* - Sound Designer *(2013)*
- *SIGBOTS* - Represented Purdue at VEX Robotics World Championship, Florida *(2011)*
- *ACM SIG-APP* - Worked on Citybus Purdue Android application *(2010)*