SUGHOSH PANDEY

PROFILE

A solution-driven and creative programmer with 2+ year experience in ideating, developing, testing and maintaining software applications. Created and delivered multiple client projects in modular and object oriented-programming. Well versed in all phases of software development life cycle, with strong working knowledge in the field of augmented reality and gamified solutions.

EDUCATION

The Northcap University, Gurgaon, Haryana, India
2016 – 2019: Bachelor of Technology in Computer Science and Engineering

Venkateshwar International School, Dwarka, New Delhi, Delhi, India
Passing Year 2015: Class 12th

WORK EXPERIENCE

MAGES STUDIO Singapore - Gurgaon, Haryana, India
Title: Project Lead - Game Development
July 2021 to Present
Title: Senior Game Programmer
Jan 2020 to June 2021
Title: Game Programmer
July 2019 to Dec 2019
Title: Game Developer Intern
September 2018 to June 2019

RESPONSIBILITIES

- Managed and performed end to end procedures through the software project lifecycle i.e., from Identifying problem statements, project viability, timeline, resource allocation, revenue analysis, competitor analysis, identifying project risks & mitigation controls to development, testing and deployment
- Developed creative visualizations for user journey, wireframe and storyboard
- Ideating sophisticated and profitable solutions for problem statements within various industries like Healthcare, Entertainment, Military, Finance, Commerce and Education
- Experienced in all aspects of game development, from gameplay programming, level design, build engineer, Unity animator, optimization and security testing
- Performed security testing of applications (android, iOS and windows applications) and mitigating risks
- Good knowledge of IT compliance and been a part of application audits to meet industry standards
- Lead a team as part of studio in-house productization initiative to improve web based augmented reality experiences
- Lead a team to create a web based augmented reality solution as part of "City of Innovation: Singapore 2019" campaign partnering with Singapore Ministry and a major non-profit scientific and educational organization
- Planned, developed and maintained a web-based application as a Full stack developer for a major international financial institution
- Part of studio productization team tasked to find problem statements and propose technical solutions
- Successfully delivered multiple client projects in Unity3D with C# on multiple platforms (Android, iOS, Windows, WebGL)
- Worked with artists, designers, developers and QA to implement new features and identify and fix bugs
- Capable of office management, team management, recruitment and training

TECHNICAL SKILLS

Augmented Reality				
Web based	ARJs	ThreeJs	HammerJs	BabylonJs	AWEJs
Platform based	SparkAR Studio			
Application based	Google ARCore	Vuforia	EasyAR	

Virtual Reality		
OpenVR	SteamVR	VRChat SDK

Technologies and Softwares					
C#	C++	DialogFlow	Git	Unity Collab	Unity3D
Unreal Engine 4	Mobile Security Framework				

Full Stack Web					
ReactJs	NodeJs	HTML	PHP	Javascript	SQL
CSS Bootstrap	Firebase (authentication, storage, cloud functions, hosting, analytics) (web and unity integration)				

SOFT SKILLS

Well developed analytical and problem solving skills
Great capability for learning and implementing new types of technologies
Ability to work as a part of a team and as team lead to meet a common goal

ACHIEVEMENTS

Received Best **B2B in XR Hackathon 2019 Singapore** for developing an AR application for better interpretation of MRI scans using AryzonAR.

EXTRA CURRICULAR

SparkAR mentor on Facebook's official SparkAR community
Former AIESEC IIT Delhi Member

CONTACT

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