

Anuraj Bhatnagar, M.S

Gameplay Programmer

Available to relocate nationwide | anurajbh.com |
[/in/anurajbhatnagar/](https://github.com/anurajbh) | anurajbh.itch.io | github.com/anurajbh

WORK EXPERIENCE

WB Games Boston - Game of Thrones Conquest ; *Technical Game Design Intern* March 2021 - Present

- Created and refined Tools in Unity and C# to support game data implementation and iteration
- Participated in designing game systems, live events, and in-game economy
- Collaborated with designers and engineers on design specs and bug fixes in a live environment

Plutonic Game Studios - *Programmer - Independent Contract* June 2020 - March 2021

- Developed core systems and functionalities for pro-social role-playing game *The Displaced Ones*
- Participated in game design, developing ideas for gameplay throughout the player life-cycle

Add-A-Tudez Entertainment - *Programmer Intern* June 2020 - March 2021

- Worked as part of a diverse team to implement gameplay mechanics and features for rhythm game *Burst* and fighting game *Shattered Soul*
- Solved bugs and other technical issues and completed tasks assigned by senior programmers

Georgia Institute of Technology Professional Education - *Graduate Assistant* Feb 2020-May 2020

- Supported course development for Learning Design team through video editing, visual design, and LMS support

PROJECTS

A Very Mazey Christmas (Unreal 4) - Top-Down maze game for PC ; *Lead Programmer*

- Developed AI that chases the player if they are in sight within certain range and returns to patrol after losing sight
- Developed a player controller that utilises click-to-move and pickup interactions
- Created a main menu, lose screen, win screen and UI for pickups and objectives

ZeroK Sculptor (Unity) - First-Person Sci-Fi countdown game for PC ; *Lead Programmer*

- Developed a first-person controller with the ability to walk, run, sprint, jump and interact with game objects using a craft-knife/scalpel
- Developed a temperature system that decreases player motion as temperature decreases, stopping it at absolute zero

Presto Manifesto! (Unity) - Clicker-Strategy game for PC ; *Master's Project*

- Built a game loop making use of popular RTS tropes such as base-building, resource-collection and tech-trees
- Created a "Hidden Player" that analyses metrics like population satisfaction/discontent and determines outcomes of player decisions and victory/defeat, loosely inspired by Director AI systems from games like Left 4 Dead

Sticks And Stones (Unity) - 2D Narrative RPG for PC ; *Lead Programmer*

- Assigned tasks, provided guidance and technical support to other programmers on the team
- Implemented various systems such as time progression and combat AI

EDUCATION

Georgia Institute of Technology

MS, Digital Media

August 2018-May 2020

Atlanta, GA

Narsee Monjee Institute of Management Studies

BTech, Computer Engineering

August 2014-May 2018

Mumbai, India

SKILLS & INTERESTS

- **Skills** : C++, C#, Unreal 4, Unity, OOP, Rapid Prototyping, Tools Development, Game AI, Gameplay Mechanics, 3D Math, Linear Algebra, Git, Scrum, Level Design, Interaction Design, Narrative Design, Interactive Fiction, VR
- **Interests** : Video games, analog games, books, sci-fi & fantasy, cooking, socioeconomics, satire, Star Trek, Cricket
- **Languages** : English, Hindi