

# Rajul Ramchandani

LinkedIn: [linkedin.com/in/rajulramchandani](https://www.linkedin.com/in/rajulramchandani)

Website: <http://www.rajulr.com/>

Phone: (801) 707-8765

Email: [rajul1205@gmail.com](mailto:rajul1205@gmail.com)

## SKILLS

Languages: C# Java HTML CSS SQL Git

Additional Languages: C++ JavaScript MATLAB Python PHP

Software: Unity Some Unreal Maya Adobe CS Android Studio

Design & Agile: JIRA Pivotal Tracker Hansoft Wireframing UI/UX

## EXPERIENCE

### Game Engineer Intern - WB Games (Avalanche Software)

JULY 2017 – CURRENT

### Game Production Intern - WB Games – Title: Shadow of War

JUNE 2016 – AUGUST 2016

**Design analysis document for studio** Full Game Design Analysis and user feedback document for internal studio, to improve gameplay. Tested early version of the game for feedback.

**Shadowed team of producers:** Worked with studio (Monolith Productions), marketing, VO, PR and QA teams to gain understanding and help plan announce, DLC and lifetime of game.

**Worked with PS4 Pro Dev Kit prior to release** for 4k TV compatibility testing, Play-through captures with off-site agency

### Co-Founder & Software Engineer- GRACE Foundry

JANUARY 2016 - PRESENT

Titles: Finding Gravity, AudiowaveVR

**Established LLC, Successful Kickstarter Campaign  
Steam Greenlight Approved**

### Tech & Media Intern - Warner Bros. Entertainment WWTVM

JUNE 2015 - AUGUST 2015

**Functional Requirements Document - WBTV.com**

**R&D - Internal Asset Tracking Web Application**

SQL Database, PHP, javascript and Laravel framework

## LEADERSHIP EXPERIENCE

### Orientation Leader - South Korea – University of Utah

AUGUST 2015

One of two past Orientation leaders chosen to Represent the university at University of Utah - South. Korea Campus

### CS Undergrad Student Advisory Committee

JANUARY 2016 – PRESENT

Committee for Prof. hiring, tenure and retention decision and student liaison

### Ass. Dir of Marketing and Photography - Union Programming Council

AUGUST 2014 - MAY 2016

## EDUCATION

BS Computer Science (Entertainment Arts & Engineering), University of Utah  
GPA: 3.7 GRADUATED: MAY 2017

## PROJECTS (links)

### [The Cursed Revolver](#) -Team Lead, Engineer, Designer

**RELEASED: Steam Early Access, Xbox (IP)**

AUGUST 2016 – CURRENT

**Software:** Unity 5+, C# **Team Size:** 7

Top Down Twin-stick shooter where different abilities come at a cost to player health.

Developed dynamic character switching mechanic, character controller, various core mechanics.

Heavily involved in pipeline planning with artists and programmers, crucial design decisions, balancing mechanics, tasks assigning, lead presenter.

### [AudioWaveVR](#)– Engineer, Designer

**RELEASED: Google Play Store**

**Software:** Unity 5+, C# **Team Size:** 7

Winner at HackTheU, Opportunity Quest (\$2000).

VR Music visualizer for Vive and Google cardboard.

### [Finding Gravity](#) – Engineer, Designer

**Steam Greenlight**

JANUARY 2015 – CURRENT

**Software:** Unity 5+, C# **Team Size:** 5

Fully Funded Kickstarter and Steam Greenlit 3D First Person, Cooperative Puzzle Game with unique dynamic gravity mechanic. Implemented character controller, dynamic gravity platform, level mechanics. Involved with puzzle design and UX.

### [Episodic Infinity Climber](#) – Solo game

MAY 2016 – CURRENT

**Software:** Unity2D, C# **Team Size:** 1

2D Mobile Vertical Infinity Scroller that releases character narrative like a suspenseful episodic TV show.

### [Shape Defender](#) – Engineer / Artist

**RELEASED: Google Play Store**

JANUARY 2015 – JUNE 2015

**Software:** Exploring Android Studio, Java, LibGDX 2D Mobile Survival Style Game where player must change the center shape to match incoming shapes.

Published – Google Play. **Team Size:** 5

### [Games4Health Competition Entries](#)

MARCH 2016 – APRIL 2016

**Cardiac Traveler:** Design videos to gamify exercise tracker that uses heart rate to travel in game.

**Xerafore:** Design videos to gamify the agile process.