

Rohan Bhukan

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#Skills

Languages : C++, C#, C, Java
Game Engines : Unreal 4, Unity, Phaser, XNA
Development libs : OpenGL, DirectX 9, SDL
Scripting : Javascript, Lua, Python
Art tools : 3DS Max, Maya, Photoshop, Inkscape

#Work Experience

- **War Drum Studios**
Gameplay Programmer September 2016 - Present

Ark: Survival Evolved : Unreal Engine 4 / C++

Worked on mobile version of the original Ark game.

- Programmed different gameplay mechanics such as creature teleportation, character expiration, autojump, player beacon on death, adaptive AI based on player level and spawn times, etc.
- Added new in-game building structures, upgraded and added new game abilities to existing creatures. Merged gameplay code for new creatures from PC repository.
- Mobilized game controls for some in-game content. Optimized some game mechanics such as consolidating multiple actor drops to one to reduce actor count.
- Split landscape into submaps for streaming and create landscape material with ES3 rendering constraints. Built technology to optimize foliage, underwater maps and cave streaming.
- Coupling backend and frontend for unofficial server integration.
- Helped develop server transfer system where player data could be migrated to a different server.
- Asset reference cleanup to remove unwanted asset references and reduce content size. Nativized certain animation blueprints.
- Miscellaneous engine crash fixes. Fixed multiplayer issues related to replication.

Bully: Anniversary Edition: In - house Engine / C++

Worked on mobile version of the original Bully game.

- Worked on mobilizing AI and gameplay controls.
- Developed touch controls for different gameplay mechanics.
- Worked with QA and designers to come up with creative solutions to solve gameplay issues.

- **Rockwell Collins**

Research Assistant

May 2015 – May 2016

Researched and worked on creating physics simulation of vehicles and ships while adhering to strict simulation engine constraints in C++.

- **Synechron Technologies, India**

Software Engineer

August 2012 – July 2014

Gesture handling for iOS application in Unity, database syncing over the network in Unity and designed a mapper to map each 3D model with the database values. Also worked on REST API for an iOS app. I worked on a number of small internal projects single handedly and was also responsible for requirement gathering and offshore client communication.

#Student Team Projects

- **Conduit:** Unreal Engine 4 / Blueprints

FPS puzzle game where the player is a charged particle and moves around levels using magnetic fields. All interactivity with magnetic fields operates by the first right-hand rule of electromagnetism. *Role:* Prototype ideas and create gameplay mechanics and UI.

- **Ebola Clinic:** Unity / C#

Player manages an ebola clinic where his jobs is to treat as many patients as possible by following correct procedures and avoid getting infected. *Role:* Architect the clinic management system, input controls and UI

- **Blind Trust:** Unity / C#

Networked multiplayer first person puzzle game where one player simulates blind and other as a deaf person. Developed as a thesis project. Released on Steam. *Role:* Lead, game design, networked gameplay and UI

#Education

M.S. Entertainment Arts and Engineering
Bachelor of Engineering in Information Technology

University of Utah
University of Pune

May 2016
May 2012