

# Burhanuddin Beawerwala

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## Skill Set

### Programming Languages:

C/C++, C#, Java, HLSL, Swift, Lua, Game Maker Language.

### Technologies:

Unreal Engine 4, Unity, XCode, PS4, Source Control, DirectX 11, Game Maker Studio 2, Razor GPU.

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## Game Projects

### Zig-Zag Engine (February 2018 to May 2018)

#### Graphics Programming *Rochester Institute of technology*

- A personal **DirectX11** Engine built with **C/C++** to make dexterity games, with audio, and a focus on Point and Directional Lighting, Particle Effects, UV mapping and texture rolling, Transparency, Mipmapping, Cube maps, Text Display, 2D sprite canvassing, and Blur. Also implemented Audio in the Engine.

### Engine Samosa (September 2018 to March 2019)

#### Console Development *Rochester Institute of technology*

- Developed a cross-platform engine with support for **DirectX11** and **PS4** with the **C/C++** programming language rendering with a focus on controller/Keyboard-mouse setup; and Terrain rendering with color mapping, height maps, and cell culling, with the file IO for the bitmap and raw images.
- Built support for the free roam and on-terrain camera movement, the initial rendering pipeline, and Skybox.

### DreaMeScope (September 2018 to May 2019)

#### Capstone Project *Rochester Institute of technology*

- Main developer in the Capstone team for the game being developed in **Unity3D**, where I was responsible for architecting the data for ECS implementation.
- I was also responsible for the AI of the enemies, and the gameplay programming using **C#** for the game.

### EscapeRoomVR (February 2018 to April 2018)

#### Production Studio *Rochester Institute of technology*

- Developed a **VR** Escape room in **Unity3D** and **C#**, by integrating the Mixed Reality toolkit to use the Mixed Reality headset. My focus was on the object interactions, setting up the puzzles and player interactions on level 3, and recognizing the implementation of post-processing effects like Bloom in VR.
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## Work Experience

### C# Developer (January 2019 – April 2019)

#### Magic Spell Studios *300 Lomb Memorial Dr, Rochester, NY*

- One of the five teams selected from applications across the college.
- Developer responsible for implementing game mechanics in this 3D mobile puzzle game named Isomcraft, being built in **Unity3D** with **C#**.

### Senior Systems Engineer (February 2015 to May 2017)

#### Infosys Pvt. Ltd. *Electronics City Phase 1, Bengaluru, India*

- Software Designer responsible for estimation, design, implementation, and testing of real-time LTE wireless packet core networking node.
  - Development of the LTE node involves **C/C++ programming** and other various Linux scripting tools. Responsibilities also include software development plan creation, testing plan creation, and requirements assessment.
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## Education

### Master of Science (Game Design and Development), December 2019.

GPA: 3.93/4

#### *Rochester Institute of Technology, Rochester, NY*

- Teaching assistant for **Data Structures and Algorithms for Games**, under Professor *Steve Maier* and Professor *Kal Rabb*, at Rochester Institute of Technology.
- Participated in Global Game Jam 2018 to build two prototypes – ‘Zombies on my mind’ and ‘From, Davis’
- Developed multiple game prototypes as part of course work, side projects, and Game Jams.