

Goutham Dindukurthi

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OBJECTIVE

To obtain a full-time position as a Software/Gameplay Engineer in the Entertainment Industry.

EDUCATION

Master of Entertainment Technology (MET), Carnegie Mellon University (CMU), Pittsburgh

MET is an interdisciplinary graduate program offered by the School of Computer Science and School of Arts, housed in the **Entertainment Technology Center (ETC)**, at CMU, Pittsburgh [May 2010]

Bachelor of Engineering in Computer Science,

PES Institute of Technology (PES), Bangalore, India [July 2007]

EXPERIENCE

Ubisoft Entertainment, Barcelona, Spain

Gameplay Programmer/Intern

- Working as a Gameplay Programmer Intern on a recently announced title. [Jun 2010 - Present]

Carnegie Mellon University, Pittsburgh, PA

Teaching Assistant

- Worked as a Teaching Assistant for the Building Virtual Worlds Class. [Fall 2009]

Intellectual Property Cell, Indian Institute of Science (IISc), Bangalore, India

Software Developer

[Jul 2007 – Jun 2008]

- Designed and developed an interactive database application, IPDb, for storing and retrieval of Intellectual Property (IP) information using C# & Microsoft SQL Server.
 - Devised and implemented a comprehensive, interactive query management system.
 - Successfully completed the software development life cycle.
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ETC PROJECTS

- ZooXXI, Role: Programmer/Designer** [Spring 2010]
Worked with Emotique, an interactive media company, on re-imagining zoos for the 21st century. The project was carried out in collaboration with the Media Technologies Department at La Salle University, Barcelona.
- [Depero Futuristi](#), Role: **Programmer/Designer** [Fall 2009]
Re-imagined a 1918 Italian puppet show, Balli Placisti by the Futurist Fortunato Depero in a digital form. Our goal was to develop a toolkit, Toybox Futuristi, which can be used by anybody to create their own animated version of the puppet show. The project was showcased at the Performa 09 arts festival in the Museum of Arts and Design in New York on the 12th of November 2009. Panda3D, a 3D game engine built by Disney and the Entertainment Technology Center was used for the purpose of creating this toolkit.
- Content Creation Group, **Role: Programmer** [Summer 2009]
Developed a custom workspace in Panda3D, which puppeteers can use to select virtual puppets and control its body parts such as the head, arms, and legs using the Wii Remote. This interface served as a framework for a future project. Ported games to the latest version of Panda3D and created content for custom hardware setups.
- [Chautauqua Interactive](#), **Role: Programmer** [Spring 2009]
This was a client-pitched project focused on exploring new ways to integrate technology into the theatrical performing arts in order to create a more interactive experience for the audience. Our custom setup included a 360 degree stage with 3 projection screens, each having its own speakers, and swivel chairs with dynamically changing volumes. A voting system determined the order of the stories to be played out. Adapted the play Rashomon and performed it live with actors at the Rauh Theatre, CMU on the 4th and 5th of May 2009.

Technology Used: Max/MSP and Jitter for the video, A custom made virtual MIDI Controller, A sensor and custom casing for the sensor to be fixed under swivel chairs.

- Global Game Jam 2009, **Role: Programmer**
Created a Flash game, Balloon Man, in 48hrs during this game jam organized by IGDA. ActionScript 3.0 was used in the making of this game. The game was featured in <http://playthisthing.com/balloon-man> on 25th February, 2009
- 2009 Carnegie Mellon Force.com Challenge, **Role: Programmer/UI Designer**
This challenge was organized by SalesForce.com. The 9 day contest was to recreate the Carnegie Mellon's BlackBoard, a student information portal. Worked on the design and UI of our program.
- Building Virtual Worlds, **Role: Programmer** **[Fall 2008]**
 - **Tweety and Sylvester:** Used Head Mounted Display (HMD) and wired trackers to create a simple chase sequence involving these popular characters where guest is supposed to rescue Tweety.
 - **Saviors of Avadon:** Designed and developed a multiplayer game for the Jam O Drum platform. Each guest could choose one of the four characters and kill monsters/other players.
 - **Alley Cat 3D:** The audience controlled a cat's movements and their goal was to dodge objects being thrown at the cat while singing a song. Audience's movements were tracked using a video camera. Sound Recognition was used to monitor if the audience was singing or not.
 - **Alibaba in Lego Land:** Used the PlayMotion shadow tracking system to narrate an interactive story about Ali Baba and the 40 thieves. Integrated Microsoft speech recognition API into Panda3D during the course of this project.
 - **Split:** Developed a dual screen experience showing the mind of a schizophrenic which involved two people participating in the experience using two HMDs. This was a story based virtual world.
- WildPockets Game Jam, **Role: Programmer**
Participated in this contest organized by Sim Ops Studios Inc. Designed and developed a game, Snake 3D in 24 hrs.

PES PROJECTS

- Eagle Eye, **Role: Software Developer** **[Spring 2007]**
 - Implemented 'Eagle Eye', a webcam based application which detected motion and checked for human presence using Digital Image Processing techniques.
 - Used WIA to integrate the webcam and C#, .NET framework for the application.
 - Developed algorithms to segment images and recognize patterns.
- Colors, **Role: Software Developer** **[Spring 2006]**
 - Designed and implemented a 2D graphics editor, a simplified version of MS-Paint using C in Windows operating system.
 - Developed the editor to include an interactive UI, mouse interface, drawing geometrical figures and support for implementation of colors.
 - Advanced features such as transformations of objects and clipping were implemented.

TECHNICAL SKILLS

Operating Systems: Windows, Linux

Programming Languages: C, C++, C#, Python, Lua, HTML, XML, SVG, SQL

3D Engines: Panda 3D, OpenGL

Databases: Microsoft SQL Server, Oracle

Other: Microsoft Office, Visual Studio, .NET Framework, Adobe Photoshop, Perforce

ACTIVITIES

- Presented "Toybox Futuristi" at the Computer Games, Multi-media and Allied Technologies conference (CGAT 2010) and won the "Best Research Student Paper" Award
- Volunteered for the International Conference for Entertainment Computing (ICEC 2008) at Carnegie Mellon University
- Total Student Development Program – Part of a 20 member group at PESIT that was trained on Database Application Development in Microsoft SQL Server and XML, SVG.
- Distinction Awardee at PESIT

CO CURRICULAR ACTIVITIES

Hiking and other outdoor activities; Reading books; Playing Badminton, Cricket and Computer/Video Games; Listening to music; Travelling