

NEESARG BANGLAWALA

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OBJECTIVE

To pursue Masters in Game Development with focus on programming and to be part of development of interesting games and experiences.

EDUCATION

Degree	Institution	Year	University/Board
B. Tech	Institute of Technology, Nirma University, Ahmedabad	2012 - 2016	Nirma University
Grade XII	High-Tech Junior Science College, Palanpur	2011 - 2012	GSEB
Grade X	Shri Swastik High School, Palanpur	2009 - 2010	GSEB

TECHNICAL SKILLS

- Programming Languages : C, C++, Objective C, C#, Swift.
- Scripting Languages : Shell Script, JavaScript.
- Databases : MySQL, SQLite.
- Web Designing : HTML, CSS, PHP.
- Frameworks : CocoaTouch, SpriteKit.
- IDE/Development Tools : Xcode, Unity.
- 3rd Party API : Google Maps, OpenGL, forecast.io
- Operating System/Platforms : MacOS, Windows, Linux.

ACADEMIC PROJECTS

- **iOS App for Medium Scale Business Group (Available on Apple App Store):**
 - Developed an app for a retail firm for Location Tracking, Attendance Reporting, Field Visit Entry and Expense Report using Xcode IDE, CocoaTouch Framework and Swift Programming Language.
 - Accepted by Apple App Store and is available under the name "Neesarg Group (Preview Version)".
- **App Development for OS X:**
 - **Subtitle Shifter App:** Designed to work on .srt files to adjust subtitles' appearance time according to user's need. Developed using Xcode IDE, Cocoa Framework and Objective C Programming Language.
 - **Segmented Downloader:** Devised to download a file into two parallel segments in order to improve the download speed whenever there is a bandwidth cap per download thread by server. Developed using Xcode IDE, Cocoa Framework and Swift Programming Language.
- **3D Model of Small Town using OpenGL:**
 - Modeled a 3D Town to let the user walk around and explore it the same way as in first-person shooter game. Programmed in C++ alongside OpenGL API.
- **2D Infinite Runner Game (Available on Apple App Store):**

- Created a 2D endless runner game having a 8-bit style graphics using Unity Game Engine and C# Programming Language.
- Available on Apple App Store under the name “Zombie Runner 8-Bit” for all iOS devices.
- **Game Development for iOS:**
 - Worked on six small scale 2D games with focus on programming and game mechanics based on Xcode IDE, SpriteKit Framework and Swift Programming Language.
 - Implemented concepts: Inverse kinematics, Collision mechanics using trigonometry, Game Centre API, Multipeer Connectivity framework, Level designing using XML files.
- **2D Graphics Development:**
 - Designed a set of sprites for vertical infinite jumper game including player avatars, monster, spider, trees, clouds, jump blocks, flowers, sun, moon and other environmental elements. Sprites were designed using Adobe PhotoShop.
- **Google StreetView like VR Viewer for iOS:**
 - Enhanced an open source panorama viewer OpenGL library by creating a prototype view of residency buildings for experiencing the 360° view while roaming around.
 - Developed using Xcode IDE, Swift Programming Language.

ACHIEVEMENTS

- Awarded the Gold Medal in National level drawing competition.
- Stood among the top 1% students of state (Gujarat) in Grade XII Board.

EXTRACURRICULAR ACTIVITIES

- **Event Coordinator** at Computer Society of India(CSI), Students Chapter, Nirma University
 - Organised and designed various events in Cavalcade 2013, CUBIX’14, Blitzkrieg 2014 & 2015 (Technical Events).
 - Led designing team of Finestra’14: the annual tech-magazine of CSI.
- **Treasurer** at Leo Club, Palanpur, Gujarat

PERSONAL INFORMATION

- Date of Birth : Feb 23, 1995
- Languages Known : English, Hindi, Gujarati
- Hobbies : Video Games, Listening to music, Travelling, Driving