

ATUL GOEL

LinkedIn: [atulgoel126](#) | W: [atulgoel.us](#) | P: [+1-412-628-7281](#) | E: [atul.goel.126@gmail.com](#)

EXPERIENCE

DOMINATIONS! – Big Huge Games, Baltimore, MD

Associate Software Developer

Aug 2019 – Present

Server Engineer Intern

Jan 2019 – May 2019

- Streamlined usability and workflow of internal tools, lowering feature testing times by up to 75% and data-entry related errors by 100% in QA
- Devised a network request and memory logger for the game's Chat services to narrow-down cause of server failures during server roll
- Implemented a ledger for citizen resource and tool to detect hacked player bases to prevent cheating and reduce player complaints by 35%
- Spearheaded development of new IAP types as well as a new sale targeting system to allow product aim sales more efficiently
- Managing all time-critical data errors for VIP players together with Customer Support to making sure they can always log in to the game

Skills Used: Java, Spring, Redis, Memcache, SQL, Bootstrap, Unity, C#

PROJECT NEURALTONE – Centre for Neurological Behaviour and Cognition, Pittsburgh, PA

Designer/Programmer

May 2018 – Aug 2018

- Re-architected and developed a WebGL based space invaders research game funded by DoD with custom analytics which gained international recognition in academia
- Delivered a 'Control Center Dashboard' for researchers to change game audio and game parameters and target specific settings to certain players

Skills Used: Unity, C#, RESTful, SQL, SailsJS

MULTIPLE PROJECTS – Param Labs, Ahmedabad, Gujarat, India

AR/VR Development Intern

Dec 2016 – May 2017

- Re-engineered an existing Samsung GearVR game to Google Daydream to utilize the controller, which was featured on store upon launch
- Released a mobile VR racing game to test VR-ads created by Google team and gather analytics and prototyped several demos for Zenfone
- Optimized mobile VR shooting game in Unity eliminating sudden frame drops and increasing average fps from 20 to 45

Skills Used: Unity, C#, code optimization, Daydream, Project Tango, VR/AR/MR, Vuforia

ACADEMIC PROJECTS

PROJECT PLAYGROUNDS – Google Experience Centre, Mountain View, CA

Programmer/ Backend Engineer

Aug 2018 – Dec 2018

- Partnered with Google to craft a Digital Bartender to highlight advancements of Google in ML and speech recognition for Experience Studios
- Designed a designer/content writer-friendly pipeline to directly edit dialogue-tree. reducing deployment times from several minutes to zero
- Developed communication architecture between Dialogflow, Firebase, Philips Hue API and Canvas API and laid foundation for project
- Designed a custom load balancer/proxy server on GCF to distribute requests and handle 3 times the max limit of an individual Philips Hub

Skills Used: Java, Sockets, JS, Canvas API, Philips Hue API, Machine Learning, Dialogflow

MIRACLE WORKSHOP – Give Kids the World, Kissimmee, FL

System Architect/ Pipeline Engineer

Jan 2018 – May 2018

- Developed a 5 functions animatronic robot and partnered with multiple companies to create custom show control infrastructure for lights and sounds
- Architected animation and content pipelines that eliminated developer's requirement in iteration phase, significantly reducing iteration times
- Extended a plugin to convert Maya animations into motor rotations with MSE to smooth out robot movements and decrease stress on motors
- Play tested to make controlling easy and straightforward with the objective any guest should be able to control Tom with 5 mins of training

Skills Used: Java, JavaFX, Show Controllers, DMX

EDUCATION

Master of Entertainment Technology | Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA

May 2019

Relevant Courses: Building Virtual Worlds, Visual Story, Java for Application Programmers, Data Structures and Algorithms

Bachelor of Information Technology with Specialization in Network Programming | VIT University, Vellore, India

May 2017

Relevant Courses: Computer Networks, Computer Graphics, Operating Systems, Introduction to Neural Networks, Advanced Java

SKILLS

Technical: Proficient in Java, Spring; Intermediate experience with C#, SQL; Beginner level with C, C++

Web: Sockets, RESTful, HTML, CSS, Bootstrap, JavaScript (SailsJS, PhaserJS), JQuery

Platform: Windows, Linux, AWS, Redis, Memcache, MySQL

Tools: Unity, Visual Studio, IntelliJ, PHPStorm, Android Studio, Adobe CC, Perforce, Git

Awards and Recognition: Knighted by QA at Big Huge Games for 'outstanding aid and service', received Special Achievers Award by VIT University