

Karan Sequeira

Gameplay Programmer

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Skills

Languages

C++, Unreal Blueprints, Java,
Lua, Python, Swift, Objective-C,
C#, JavaScript, HTML5,
Bash, Shell

Game Engines

Unreal Engine 4, Unity3D,
Cocos2d-x

Source Control

Perforce, Git, SVN

Tools

Visual Studio, Eclipse, XCode, Vim

Miscellaneous

Animation Systems, Control
Systems, Slate, Tools
Programming

Projects

World of Tanks Mercenaries (PS4, Xbox One)

- A massively multiplayer online game focusing on player vs. player gameplay with each player controlling an armored vehicle, which may be a light, medium or heavy tank, tank destroyer or self-propelled gun.

Unannounced Project (In Development)

- An unannounced title being developed by WB Games Avalanche.

ORE (PC, 2018)

- Team up with friends to strip-mine a hostile alien planet and destroy the massive beast guarding the planet's precious core. Developed in Unreal Engine 4.

Book: Cocos2d-x Game Development Blueprints (2015)

- A book on game development based on the Cocos2d-x open-source C++ 2D game engine that I authored with the intention to transform intermediate developers into experts.

Tarzan Rescue Run (iOS, Shipped 2016)

- A 2D physics endless runner developed in Cocos2d-x for mobile.
- Created the quest system, physics-based gameplay and the shop system.

Experience

Software Engineer | Wargaming | June '18 – Present

- Design and implement gameplay and supporting software for World of Tanks Mercenaries.

Engineering Intern | WB Games Avalanche | May '17 – Apr '18

- Animation System: Implementing solutions to reduce animation state graph complexity, parameterization of animation assets and sharing of animation assets and data across skeletons.
- Controls System: Built a debug tool and custom engine utility nodes.
- Flora and Fauna System: Built a data-driven generic actor spawning system.

Lead Engineer | Couch Cosmonauts | Jan '17 – Apr '18

- Designed and developed player mechanics, weapon systems, data-driven spawning system, data-driven shop system and user interfaces.
- Trained artists and designers on UE4 best practices, maintained source control and build systems.

Systems Engineer | Western Outdoor Interactive (a GEE Company) | Dec '12 – Jul '16

- Designed and developed cross-platform games for iOS, Android, Linux and HTML5.
- Developed a quest system, reusable UI framework and multiple level editors.
- Maintained a large codebase containing engine and existing games.

Game Programmer | Apar Games | Aug '11 – Nov '12

- Developed games for iOS and Android using *Cocos2d-x* and HTML5 games using the *Google Web Toolkit*.

Education

Master of Entertainment Arts & Engineering
Bachelor of Engineering in Information Technology

University of Utah (2018)
University of Mumbai (2011)