



## Profiles in Computing

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**Education:** B.Tech in Information Technology, Nirma University

**Advice to students:** Computing is one the best domains to start your career with. Do not get intimidated by subjects, all things will be easier once you start your journey.



### **Q: What is your job and why do you love it?**

**A:** I completed my bachelors in 2011. Since then, I have been working as a Game Developer. I develop games for iOS and Android using Unity 3D game engine. I love my job because it is conglomeration of two of my favorite activities; programming and games. I never thought creating games would be so much fun. When you insert soul in an inanimate object, you feel ebullient. I work in artificial intelligence by adding behavior to the games. When family and friends like my games, I get more motivated to work harder and create more exciting games.

### **Q: Please describe 24 hours in your typical day as a computing professional.**

**A:** My typical day is quite eventful. The process of engineering a game is a team effort. A typical team consists of model builders, graphic designers and programmers. I am a programmer. I interact with other members of the team regularly. We first set daily goals and complete them collaboratively. Model builders provide the 3D models required and graphic designers create images. Then comes my part, I integrate models and images. I add behavior to these inanimate objects and write the game logic.

### **Q: What are your hobbies/ interests/ passions beyond working in or studying computing?**

**A:** I am an avid reader. I like to read science fiction and biographies. I, also, read IEEE Spectrum on a regular basis, as it helps me keep up to date in my field. I love swimming and painting. I won an award for my painting on current issues during college's cultural festival. I take part in various coding competitions like Facebook Hacker Cup, IEEEExtreme and Google Code Jam, too. Taking part in such competitions is very exhilarating. I was also part of Google's Summer of Code program in 2011 in which I worked with ATutor community.