

Mandar Warde

mandar.s.warde@gmail.com | +1 (617) 685-9015 | Boston, MA, 02127 | www.mandarwarde.com

Summary: 6+ years of experience in a creative yet deadline-driven environment. Eager to learn things and open to new challenges. Proficient in Augmented and Virtual Reality development with a focus on serious games and simulations.

Education

M.S. in Game Science and Design (GPA: 4.0)	Northeastern University	2021 - Current
B.E. in Electronics Engineering (GPA: 3.0)	University of Mumbai	2014 - 2020

Skills

DCC Tools:	Unity 3D, Blender, Maya, Zbrush, Substance Painter, Photoshop, Illustrator
Core Skills:	Scripting, Modeling, Rendering, Lighting, Animation, Texturing, Shader Graphics, VR, AR
Platforms:	Windows, Android, MacOS, Meta Quest 2, HTC Vive, Varjo, HoloLens 2
Languages:	C#, C++, Python

Work Experience

Technical Artist – Ghostlab, NEU May 2022 – Present

- Enhanced pipelines to improve system performance and reduce application size by 40% for AR and VR Platforms.
- Implemented assets and designed shaders in the Unity engine ensuring they function correctly within the game environment.
- Generated large scale fluid simulations. Additionally, 3D-modeled, animated, and textured assets to the requirements.
- Implemented system optimizations to ensure the game runs at 30 fps without sacrificing artistic vision on low-end devices.
- Collaborated with designers and engineers to solve lighting, rendering, programming, and graphics-related challenges.
- Worked with the design team to conduct user research to improve game environment experiences.

Senior Game Engineer – Eduvance Dec 2020 – Aug 2021

- Developed Drone Simulator with flight physics and the ability to construct a drone (40+ Combinations) from base up.
- Designed 30+ levels focusing on cognitive learning with a real-time point-tracking system and a VR simulator version.
- Produced a demo AR-based experience to train students in the Indian Navy.

Game Engineer – Eduvance Aug 2019 - Dec 2020

- Graphics Lead for XR skills development program, automated the process for importing 3D models with their materials, additionally designed the user experience with the product branding and logos.
- Led a team to develop Drone Assembly and Drone Flight Fundamentals, android applications. Delivered the same to multiple company clients and over 1000 students.
- Conducted faculty training workshops on teaching using XR applications at several engineering colleges.

Junior Game Engineer – Eduvance Aug 2018 – Aug 2019

- Led the development of 3 AR apps focusing on improving system stability by 20% and re-designing the user interface.
- Published free versions on the Google Play store. Shipped the paid version to 1500+ students in multiple engineering colleges.
- Worked on 3D asset creation, development, and user database management of AR apps for academic courses in the Electrical and Mechanical domains.

Intern – Eduvance Aug 2016 – Aug 2018

- 3D modeled, animated, and integrated assets of SoC boards for android apps developed in Unity3D.

Academic Projects

- Graduate Capstone:** Heart-rate-based dynamic difficulty adjustment system for a run and gun FPS.
- Prejudice:** Designed a 3D platformer portraying female employees' issues in the workplace.

Publications

S. Jacob, M. Warde and P. Dumane, "Impact of Augmented Reality as an ICT tool to Deliver Engineering Education Content," 2020 International Conference on Convergence to Digital World - Quo Vadis (ICCDW), Mumbai, India, 2020.

S. Gadre, V. Rawalgaonkar, M. Warde, "Implementation and Design Issues for Augmented Reality Applications on Mobile Platforms," 2018 International Conference on Advances in Computing, Communications, and Informatics (ICACCI), Bangalore, India, 2018.

Patents:

J. Joshi, G. Gore, M. Warde, S. Bawa, P. Satardekar, D. Balasubramanian. System for Bike Rider Notification. Indian Patent 362131, Granted March 19, 2021.

J. Joshi, P. Konar, M. Warde. System and Method for Delivering AR, VR and Holographic Projection Experience. Indian Patent Application Number 201921037925, Filed September 20, 2019.