Vid Basrurkar

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PORTFOLIO
https://
www.vidsgameportfolio.com/

Skills

Work Experience

- Strong expertise in Unreal Engine

- Strong knowledge of C++, and HLSL

- Expert in blueprinting and complex material creation

- Architected game systems that optimized for customization and scalability.

- Familiar with Perforce and P4V Admin as well as git

APPLIED INTUITION - TECHNICAL ARTIST (OCT 2020 - PRESENT)
- Led projects to visualize ADAS perception data on automotive hardware using Unreal Engine.

- Created procedural animation and niagara systems that reacted to the environment while still being physically accurate to our sensor models.

- Interacted with customers consistently to make sure features met their specifications.

BLUE DENDRITES - TECHNICAL DESIGNER (JAN 2020- OCT 2020)
- Designed and authored "VR True Locomotion" tool for UE4 Marketplace.

- Implemented system in cpp that allowed for artists to tune parameters in-editor without worrying about specifics of the VR headset's hardware.

- Helped ship mobile game for Android as well as develop side scroller for Windows.

- Integrated plugin for customers and provided support for larger clients.

Education

SAE EXPRESSION COLLEGE, (SEPT 2017- DEC 2019)
- Bachelor's of Applied Science in Game Development.

- Made Deans List, maintained 4.0 gpa every term.

- Helped organize and lead student run game jams, including 2 GGJ.