

Hanika Karkhanis

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Summary of Qualifications

- 6+ years of experience with Agile software development for various software platforms.
- Proficiency in Unity2D/3D using C# and Adobe Animate/Flash using AS3.
- Experience with integrating external hardware devices like barcode scanners, thermal printers, Arduino shields, MIDI Controllers, AR/VR headsets.
- Expertise with large scale interactive displays - multitouch, front and rear projections, 4K displays.
- Work on making interesting experiences for content heavy (text, images, audio, video) data.
- Familiarity with XML, JSON, JavaScript, Arduino, Processing, Objective C.
- Strong OO programming, problem solving and analytical skills with a focus on clean design and documentation. Extremely self-driven, capable of working by myself as well as in a team, with an attitude towards delivering products on time.
- Masters in Entertainment Technology from Carnegie Mellon University ('11) and Bachelors in Computer Engineering from Mumbai University ('08).

Experience

Richard Lewis Media Group - RLMG

Dec 2012 – Present

Software Developer – C#, Unity2D/3D, AS3, XML, JSON, JavaScript

- John Hancock Museum, Boston, MA – Touchscreen applications about John Hancock's history.
- National Aquarium in Baltimore, Baltimore, MD - Networked interactive experience with 6 individual touchscreens, sending user responses, to a 20-foot projected program, that simulates water.
- Adirondacks Museum, Adirondacks, NY – Interactive Welcome map for the visitor's center.
- Witte Museum, San Antonio, TX- Set of networked applications about the benefits of exercise. Had integration with external hardware devices like barcode scanner and thermal printer.
- National Postal Museum, Washington DC – Touchscreen application about the security and fraud detection unit of the United States Postal Service.
- Connecticut Science Center, Hartford, CT – Touchscreen application about electricity.
- Canadian Museum of Immigration at Pier 21, Halifax, Canada – Networked touchscreen applications relaying the history of Canadian immigration.
- Northeastern University, Boston, MA – Large interactive displays for the Curry Student's Center.
- Youthlink Calgary, Calgary, Canada – Touchscreen applications for the Police Interpretive Center about crime scene evidence, patterns, hazards of drugs, online safety and war on drug lords.
- National Music Center, Calgary, Canada – Interpreting MIDI data and applying it to the visualization of multiple song matrices like volume, pan, bass/treble and echo.
- Infinity Science Center, Pearlington, MS – Networked Interactive hurricane simulator.
- Museum Of The Bible, Washington DC – Networked touchscreen applications on 4K displays, about history, origin and other information related to the bible. *Museum opens Nov 2017.*
- Unity Center at California Museum, Sacramento, CA – Networked, touch based, quiz style applications that provides scenarios about bullying and suggestions on how to deal with it.
- Deep Time Exhibit at The National Museum of Natural History, Washington DC – Currently working on an application, which uses 3d digital reconstructions of real dinosaur fossil scans.

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- History Museum on the Square, Springfield, MO – Currently working on a 2d side-scrolling game based on Springfield's rich transportation history and its relation to Rout66.
- Idaho State Museum, Boise, ID – Currently working on a touch based, 3d vertical-scrolling game about the Oregon Trail.

Usability Dynamics Inc. - UD

Dec 2011 – Dec 2012

Mobile Developer - iPhone

- Light After Loss – Application that helps find resources while dealing with loss of a loved one.
- Prototype - SlugApp, an iOS app to facilitate ride share service for strangers.

Mobile and Immersive Learning for Literacy in Emerging Economies

May 2010 – Dec 2010

Application Designer, Lead Project Coordinator - Internship

- Utilizing concepts of language learning, designed multiple games in J2ME, to teach English as a second language in emerging economies. Managed a team of 15 interns in two countries.

Vidyalankar Institute of Technology – Mumbai University

June 2008 – May 2009

Lecturer and Lab/Research Assistant

- Lecturer in-charge for teaching the subject of Image Processing.
- Lab/Research Assistant Subjects: Image Processing, Microprocessors and Analysis of Algorithms.

Graduate Experience

Project Super Hero Kinect – Sponsor: Microsoft

May 2011 – Aug 2011

Developer, Experience Designer

- Prototype - Super-hero style game on Microsoft's Kinect platform, focused on easy usability using Natural User Interface. The player was transformed into a super hero in certain actions/poses.

Project A-Wall – Sponsor: Microsoft

Jan 2011 – May 2011

Experience Designer, Artist

- Developed the 'Microsoft Avatar Theme' for the continuous, synchronous, video screens running all around every Microsoft Retail store. Microsoft's *Costa Mesa Store* opening theme in March 2011.
- Prototype - Windows Phone turned controller, a point-and-shoot game for the video screens.

Project S.C.I.F.I. – Sponsor: Lockheed Martin

July 2010 – Dec 2010

Developer (Mobile – Android)

- Prototype - Android application, tied to an Arduino microcontroller with radio transceivers, for search and rescue operations. Tested the app with a local search and rescue group.

Project The 5th Suite – Sponsor: WMS

Jan 2011 – May 2011

Developer (AS3), Experience Designer

- Prototype – Explored the idea behind communal slot machine gaming, on a circular, touch-enabled, gaming surface, along with 4 slot game machines. The prototype was shipped to WMS head office in Chicago for potential commercial development.

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Education

Carnegie Mellon University – Masters in Entertainment Technology	Aug 2009 – May 2011
Bachelors in Computer Engineering	July 2004 – May 2008
Institute of Computer Animation & Design – Multimedia Specialist Diploma	July 2008 – June 2009

Skills

- Programming: C#, AS3, JSON, XML, JavaScript, Objective C, Arduino, C++, Processing.
- Multimedia: Flash, Photoshop, Illustrator, Dreamweaver, InDesign, Premiere, After Effects, Sketch.
- IDE: Unity3D/2D, MonoDevelop, Visual Studio, XCode.
- Others: AtTask, Github, Beanstalk, SourceTree, Unfuddle.