

TAMANNA TANEJA

Game Developer | Software Engineer

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SKILLS

C#, C++, Python | Unity, Unreal Engine 5 | Gameplay Programming, Gameplay AI, Procedural Generation, Gameplay Physics | AR Foundation, XR Subsystems, ArcGIS Maps SDK | JavaScript, Node.js, WebSocket | Git, GitHub Copilot | System Design, Cross-disciplinary Collaboration, Problem Solving | Agile, Scrum

EXPERIENCE

Game AI Programmer

Unloaded Dice Games (Aug 2024 – Present)

- Developed heuristic-based enemy AI using player, enemy, and board state variables to evaluate actions.
- Implemented simulation driven lookahead evaluation in Unity C# using a dedicated simulation layer.
- Built a designer-friendly AI system allowing enemies to be configured through selectable actions and traits.
- Iterated on AI scoring heuristics in collaboration with designers to adapt to evolving gameplay balance.

Graduate Assistant

Rochester Institute of Technology (Aug 2025 – Present)

- Developed a custom AR camera replay system in Unity using AR Foundation and XR Subsystems, replaying recorded camera frames from disk to enable reproducible AR testing directly in the Unity Editor.
- Designed the system as a modular Unity package, implementing custom XR loaders, camera subsystems, and configurable settings.
- Extended the system with WebSocket-based frame streaming, enabling real-time transmission and replay.

Graduate Assistant

Rochester Institute of Technology (Aug 2024 – May 2025)

- Developed an Augmented Reality research game in Unity for Meta Quest Pro to study attention and engagement in children with ADHD.
- Implemented gameplay telemetry systems to capture in-game events, frame rate data, and player interactions for data analysis.
- Collaborated with researchers at the University of Rochester Medical Center, refining gameplay features through iterative development and feedback-driven design.

Unity Developer

Freelance (Jan 2022 – May 2024)

- Developed a first-person shooter using Data-Oriented Tech Stack and Entity Component System. Implemented mouse-controlled character movement using Inverse Kinematics, A* Pathfinding for enemy navigation, and created 3D assets through photogrammetry.
- Built a 2.5D puzzle platformer for Android, implementing gameplay mechanics and physics-based interactions.

Unity Developer Intern

Tera Bhai Games, Mumbai (May 2021 – Aug 2021)

- Developed a 2D idle incremental game that supports both active play and background progression. Integrated Azure PlayFab to manage live operations.

Analyst

Deloitte USI, Mumbai (Aug 2019 – Dec 2020)

- Developed dynamic financial reports using Oracle PCMCs and Hyperion PBCS. Built RPA bots for regression testing in PBCS.
- Collaborated with cross-functional international teams.

Full Stack Developer Intern

Zool Tech Solutions Pvt. Ltd., Bangalore (Jun 2017 – Jul 2017)

- Developed a web application for schools to monitor students using AngularJS, Ionic, NodeJS, SailsJS, and MongoDB.

PROJECTS

- Location-guessing game using ArcGIS Maps SDK for Unity, integrating real-world geospatial spatial data through spatial queries and web APIs.
- Procedurally generated 3D planet in Unity using icosahedron subdivision with polygon inset/extrude terrain generation, radial gravity, and baked ambient occlusion in UVs for visual depth.

PUBLICATIONS

- Tamanna Taneja, Justus Robertson (May 2026). *Stack-Aware Enemy AI in a Roguelike Deck-Builder*. 13D Companion 2026, San Francisco, CA, USA.
- Aakansha Kutariyar, Ishwika Shetty, Saagari Subramanya, Selva Kumar S., Tamanna Taneja (April 2019). *Automated Evaluation System for Subjective Answers and Programming Assignments*. International Journal of Advances in Electronics and Computer Science (IJAECs).

AWARDS

- IRAJ Excellent Paper Award: Best Presentation / Best Content, IRAJ International Conference, Bangalore, 2019.
- John D'Costa Award: Highest marks in Physics, ISC Examination, 2015 (99%)

EDUCATION

- Rochester Institute of Technology, Rochester, NY
M.S. in Game Design and Development. *GPA: 4.0 / 4.0*
- B.M.S. College of Engineering, Bangalore, India
B.E. in Computer Science and Engineering. *GPA: 9.04 / 10*