Anand Ashar

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Profile

An experienced game programmer proficient in Unity, C#, C++, and APIs such as SFML, and DirectX, who has successfully developed multiple game projects, demonstrating excellent problem-solving skills and attention to detail. A team-oriented programmer who strives to write clean and readable code.

Work Experience

2Awesome Studio, Remote   Sept 2020 - March 2024

Lead Game Programmer, AK-xolotl

As a Programmer, I work with an interdisciplinary agile team of artists, designers, sound engineers, and programmers to design, prototype, and implement new features to ship AK-xolotl.

- *Gameplay*: Worked closely with designers and architected all core gameplay functionalities of AK-xolotl. Created the structure for the multiplayer mode of AK-xolotl.
- *System*: Organized engine contents and implemented addresssables to reduce build size by ~80%. Optimized game for smoother functioning on low-end devices such as Nintendo Switch.
  Segregated game contents into multiple addressable groups for memory management and porting
- *User Interface*: Developed core UI Menus functionalities and HUD
- *AI*: Prototyped several types of enemies
- *Tools*: Developed tools to automate room generation and to transfer data from Excel sheets to the Engine.
- *Leadership*: Stepped up to the role of lead game developer and managed a team of 3 developers.
- *Documentation*: Drafted technical specifications to improve backend integration. Wrote well-documented code and supporting documents for its functionalities that helped with faster onboarding for the new hires

Game Programmer, Altered Alma
- *Gameplay*: Implemented camera transitions from room-to-room system using event-driven architecture. Implemented dialog manager and linked it with in-game quests.
- *User Interface*: Developed core UI menu functionalities

Education

Masters Of Science in Computer Games Technology   Sept 2018 - Sept 2019
University of Abertay, Dundee

Bachelor of Technology in Software Engineering   June 2014 - May 2018
SRM University, Chennai

Skills

- Technical: C++, C#, 3D Mathematics, Vector, Unity 3D, Unreal Engine 4, DirectX, Git, FMOD Studio, Vuforia AR, SFML, OpenGL
- Interpersonal: Problem-Solving, Teamwork, Effective Communication, Management