

Ashwin Sankaranarayanan

Game Programmer

Telephone +91 9566278555
Email ash9991win@gmail.com
Website www.ashwinsportfolio.com
Address Flat G, 25 Nageswara Road,
Nungambakkam, Chennai-34

Profile

A generalist programmer, I have worked in Unity, Unreal, backend programming and scripting with Python. I worked at Topps Digital as a software engineer. My areas of interest include: gameplay, engine and network programming.

Technical Skills

Programming Languages:

C++, C#, Python, Javascript &
Go

Game Engines:

Unity 5, Unreal 4

Version Control:

Git, Perforce

Databases:

MongoDB

DevOps:

AWS, Jenkins & Ansible

Web Development:

HTML5, CSS, Bootstrap

Experience

Software Engineer - Topps Digital Aug 2016-Dec 2017
Topps Digital is a leading digital trading card game development company

- Worked on front-end development in Unity
- Oversaw a team of 3 in development of features and bug fixes
- Developed efficient and scalable web services using Go & Python
- Implemented a server management and deploy infrastructure using AWS and Ansible

Gameplay Programmer, Child No More Dec 2015 - Aug 2016
An adventure game developed in Unreal Engine at UCF

- Worked in a team of 14
- Developing the AI for the protagonist in C++
- Developing an audio manager in C++ and Unreal
- Utilize Unreal's EQS system to augment the AI capabilities

Software Engineer- Rapid Prototyping Aug 2015 - Jan 2016
Rapid Prototype games are made in two weeks by a team of 5

- Developed three game using Unity for both the PCs and mobile

Software Engineer - HCL Technologies Aug 2013 - Sep 2014
HCL is a leading software company located in India

- Worked in IBM's Mainframe to develop products for AIG
- Developed banking software using JCL and COBOL

Education

MS in Interactive Entertainment - Programming AUG 2015- DEC 2016
University Of Central Florida
Florida Interactive Entertainment Academy

BS in Electronics and Communication JULY 2008- JULY 2012
Anna University, India