

# ANKIT KUMAR

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## WORK EXPERIENCE

**Amnesea, India** Dec 2023 - present  
Co-Founder & CEO

- **Bootstrapped & scaled** an indie game studio, secured publishing partnerships with **Microsoft Xbox** and **Sony PlayStation**
- **Selected as Top 16 Asian Studio** (Xbox Game Camp Asia) & pitched to global investors
- **Secured full sponsorship** for IGDC(2024,2024) exhibition Asia's largest game dev conference
- **Managed end-to-end operations:** led cross-functional team (art, dev), managed burn rate, & drove product strategy for titles reaching **5,000+ players**.

**Microsoft Xbox Studios (Remote)** Mar 2024 - Jun 2024  
Apprenticeship, Xbox Game Camp

- Selected for intensive accelerator; **led UXR and production strategy** for studio prototype and pitch
- Validated market-fit with industry veterans; refined pitch deck used for subsequent global publisher negotiations.
- Collaborated with gaming organisations across **five countries** as part of program.

**Brillio LLC, India** Sep 2020 - Feb 2023  
Data Engineer → Senior Data Engineer

- **Promoted to Senior Data Engineer in <2 years** (fast-track) due to client impact and technical leadership.
- **Led data accuracy initiatives** for ML-driven analytics; recognized as "Best Performer" delivering zero-defect data solutions
- **Modernized legacy infrastructure** for clients like Ruffalo Noel Levitz; optimized ETL pipelines to reduce processing time by **400% (24h to ~5h)**.

**Centre for Robotics Research NMIT, Bangalore** Apr 2019 - Aug 2020  
Research Intern

- Developed algorithms in computer vision, digital image/video processing, deep learning, and robotics
- Built custom robotic mechanisms for ongoing research initiatives and robot navigation in low-visibility environments.

## LEADERSHIP & EXTRA-CURRICULARS

**Founding President, Brillio Toastmasters International** Jul 2022 - Feb 2023

- Led firms' first Toastmasters chapter, mentored 20+ engineers to improve client-facing communication skills.

**CSR (Brillio Bringing Smiles)** Oct 2021 - Nov 2022

- Trained 50+ under-skilled NGO staff in digital literacy; simplified technical concepts to boost employability.

**Head, Cultural Core Committee, NMIT** 2018 - Mar 2020

- Directed 300+ inter-departmental student team to organize **national fest (30,000+ attendees)**, scaled participation by 150%.
- Managed **six-figure-equivalent budget**, bridged engineering/art teams for installations.

## TECHNICAL SKILLS

- **Data/Analytics:** C, C++, Python, Solidity, T-SQL, Azure, ETL, dashboards/analytics workflows
- **ML/Computer-Vision Libraries:** Keras, NumPy, OpenCV, Pandas, PyAudioAnalysis, SciPy, Scikit-Learn, TensorFlow
- **Product/Creative tools:** Adobe Creative Cloud, Anaconda, Git, Google Workspace suite, JIRA, Microsoft Office 365 Suite, Spyder, Visual Studio (Community + Code), Unity Engine
- **Languages:** English (Fluent), Hindi (Native), Sanskrit (basic).

## AWARDS

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|--|------|
| • Avalanche X Neuranode Game Jam (\$ 2380 Winner ) | 2025 |
| • Xbox Game Camp (Top 16 Asia)                     | 2024 |
| • TEQIP Government Grant (COVID AI)                | 2020 |
| • E-Yantra National Finalist (4th/7173 teams)      | 2019 |

## CERTIFICATIONS

- Certified SAFe® 5 Agile Practitioner by Scaled Agile, Inc.
- ROBOT-C Engineering - TETRIX & LEGO® MINDSTORMS®

## RESEARCH-PUBLICATIONS

- Diabetic Retinopathy detection using Neural Networks** 2020
- First Author, IJETER Volume 8. No. 7, July 2020 (<https://doi.org/10.30534/ijeter/2020/155872020>).

## EDUCATION

- NITTE Meenakshi Institute of Technology, Bangalore** Jul 2016 - May 2020
- B.E. (Information Science & Eng.) GPA: 8.52/10
  - **First-Class with Distinction**, Relevant Coursework: Machine Learning, Computer vision, Robotic Systems & Design.