

ANKIT KUMAR

Email: akamaestro@outlook.com

Mob: +91 9958295598

Creative Technologist and Engineer building interactive systems across algorithmic-logic and human-emotion. Practice spans AI, robotics, interactive design, and large-scale installation art. I thrive where creativity meets engineering (portfolio akamaestro.com).

WORK EXPERIENCE

Amnesea, India Dec 2023 - present

Co-Founder & CEO

- **Leading the creative and strategic direction** with a focus on **experiential** design and interactive storytelling for titles reaching 5,000+ players, managed **end-to-end operations**
- **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
- **Exhibited interactive prototypes** at IGDC(2024,2024) Asia's largest game conference, gathering qualitative user feedback to refine narrative pacing and game loops.

Microsoft Xbox Studios (Remote) Mar 2024 - Jun 2024

Studio Accelerator Participant, Xbox Game Camp

- Selected for intensive design-lead 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
- **Built data infrastructure** that shaped how stakeholders interpreted user behaviour and operational decisions; an insight that now informs my critical work in digital media
- **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

- Conducted research in computer vision, digital image/video processing, deep learning, and robotics
- Developed algorithms for video summarisation, shot detection, and robot navigation in low-visibility environments
- 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

- Lead Organizer & Production Designer, Anaadyanta Festival, managed six-figure-equivalent budget,(**30,000+ audience**)
- Conceptualized and engineered immersive art installations, directed 300+ inter-departmental student team for fest
- Bridged the gap between engineering teams (structural safety) and art teams (aesthetics) to realize large-scale public works.

TECHNICAL SKILLS

- **Product/Creative tools:** Adobe Creative Cloud, Anaconda, Git, Google Workspace suite, JIRA, Microsoft Office 365 Suite, Spyder, Visual Studio (Community + Code), Unity Engine
- **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
- **Languages:** English (Fluent), Hindi (Native), Sanskrit (basic).

AWARDS

- | | |
|--|------|
| • Avalanche X Neurano Game Jam (\$ 2380 Winner) | 2025 |
| • Microsoft Xbox Game Camp (Top 16 Asian studios) | 2024 |
| • TEQIP Government Grant (Covid detection sys.) | 2020 |
| • E-Yantra National Finalist (4th/7173 teams) | 2019 |

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. | |