

ADITYA HARVI

 github.com/AdityaHarvi


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 <https://AdityaHarvi.github.io>

WORK EXPERIENCE

UI Programmer

Inflexion Games

 May 2022 – Present

- Owner of Nightingale's big-data system that is capable of quickly loading, filtering, and sorting 1000's of data assets for use across the UI.
- Collaborated with designers, artists, and programmers to identify key issues in the user experience and improve the underlying systems to ease player friction.
- Implemented localization-safe UI widgets that can accommodate varying text lengths in different languages.
- Conducted performance audits on major systems and widgets with Unreal-Insights to optimize load times and improve frame rates.
- Onboarded and mentored new interns, providing guidance on best practices, coding standards, and project workflows.

Associate UI Programmer


Improbable Worlds Limited

 May – December 2021

- Overhauled the UI infrastructure with the introduction of a window-stack, significantly decoupling the individual screens and leading to a strengthened system.
- Tracked down and resolved widespread problems related to dangling windows.
- Supported the team through multiple large playtests and publisher demos.

Software Developer


Intuit

 January – August 2020

- Maintained and improved Intuit's back-end services as part of the Shell team for QuickBooks Online.
- Refactored and created 10+ regression testing automation scripts on Trinity and Jenkins to work with an updated build system.
- Provided back-end assistance in a large cross-team project designed to improve the marketing capabilities of the company.

Computer Technician

Alberta Computers for Schools

 May – August 2019

- Strengthened problem-solving skills by troubleshooting 100's of computer errors to successfully repair and refurbish them.
- Gained valuable knowledge on how the hardware components of a computer can communicate with the rest of the system.
- Improved leadership skills while leading a team of 4 other technicians to complete a backlog of over 200 orders.

TECH STACK

Unreal Engine

C/C++

JavaScript

Python

Java

TypeScript

SQLite

HTML/CSS


Arduino

NodeJS

Git/Github

PROJECTS


Tetrix

 2022

» TypeScript, NodeJS, SocketIO

- A novel take on the classic Tetris game allowing for 4 players to play on a single arena simultaneously.
- Manages a single game instance allowing late joiners to become spectators and vote on events spawning in throughout the game.
- Enables players to dynamically switch between cooperation and competition against others.

Dungeon Master

 2020

» JavaScript, SQLite3

- Custom built DiscordJS API with the ability to run complete Dungeons & Dragons games.
- Stores and manipulates all information from an SQLite3 database.
- Allows the host to keep the creativity of a traditional table-top D&D game while allowing members around the world to connect and play together.

Arduino Piano

 2019

» C++

- Fully functioning 7-key piano with the ability to create, save, and playback tunes, all on a touchscreen.
- Supports a comparison ability to allow the system to judge the skill of a user against a saved tune, and return a letter grade of their performance.

EDUCATION

BSc Computer Engineering Software Co-op

University of Alberta

 Class of 2022