ADITYA HARVI

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WORK EXPERIENCE

Game 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
- Onboarded and mentored new interns, providing guidance on best practices, coding standards, and project workflows

Associate Game 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 tabletop 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