ADITYA HARVI

@ aharvi@ualberta.ca   github.com/AdityaHarvi   linkedin.com/in/aditya-harvi   https://AdityaHarvi.github.io

EXPERIENCE

Game Programmer
Improbable Worlds Limited

📅 May – December 2021

- Overhauled the UI infrastructure with the introduction of a window stack- greatly decoupling the individual screens and leading to a strengthened UI system
- Tracked down and resolved wide spread problems related to dangling windows
- Collaborated with designers and artists to create new menus in the game
- Helped bring the team through multiple large playtests and publisher demos

Software Developer
Intuit

📅 January – August 2020

- Maintained and improved Intuits back-end services as part of the Shell team for QuickBooks Online
- Refactored and created 5+ regression testing automation scripts on Trinity and Jenkins to work with an updated build system
- Collaborated on major incident reports to swiftly correct the issues pertaining to internal services our team provided to other developers
- 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 hundreds 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 100 orders

EDUCATION

BSc Computer Engineering Software Co-op
University of Alberta

📅 Class of 2022

SKILLS

Java · TypeScript · JavaScript · C/C++ · Python · SQLite · HTML/CSS · Arduino · Android · NodeJS · Git/Github · Unreal Engine

PERSONAL 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

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, playback, and compare tunes all on a touchscreen
- Developed the full user interface
- Created the comparison function to allow the program to judge the skill of a user and return a letter grade of their performance

EXTRA-CURRICULAR ACTIVITIES

3D Animation

📅 2015 – 2017

- Won the Skills Canada provincial bronze award for animation
- Familiar with 3ds Max, Adobe Animate, Illustrator and Photoshop