ADITYA HARVI

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WORK EXPERIENCE

L2 UI Programmer
Inflexion Games

📅 May 2022 – Present

- Owner of Nightingale's big-data system capable of quickly loading, filtering, and sorting 1000's of assets while being compatible with all other UI and gameplay systems.
- Conducted performance audits with Unreal-Insights to optimize load times and improve frame rates by up to 95%.
- Collaborated with designers, artists, and programmers to identify key issues in the user experience and improve the underlying architecture to ease player friction.
- Implemented localization-safe CommonUI widgets that can accommodate varying text lengths in Latin-based and Asian languages.

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.
- Supported the team through 4+ large playtests and publisher demos ultimately resulting in the studio acquiring an angel investor.
- Improved the testing framework by implementing a method of simulating key presses, allowing user-interaction errors to be quickly detected before players were affected.

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 debugging skills by troubleshooting 100's of computer errors to successfully repair and refurbish them.
- Lead a team of 4 other technicians to complete a backlog of over 200 orders.
- Organized a team to set up computers for various booths and events for the Skills Canada provincial competition.

TECH STACK

Unreal Engine | C++ | Godot | GDScript
JavaScript | TypeScript | HTML/CSS | SQLite
Python | Java | Git/Github

PROJECTS

⌨ Game Jam: Standby

📅 2024   » Unreal Engine 5, Blueprints

- 2nd place winner where the theme was "Light and Dark".
- Lead a team of 5 to design a puzzle-horror game where players must escape an airplane fuselage by collecting batteries to power spotlights and avoid the darkness.
- Implemented core gameplay loop of collecting batteries and summoning of the monster.

⌨ 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 Invaders

📅 2018   » C++, Makefile

- This custom-built handheld device can simulate a simplified version of the classic Space Invaders game on an Arduino!
- Capable of tracking score, outputting sound effects, and even has a hidden easter egg.

EDUCATION

BSc Computer Engineering Software Co-op
University of Alberta

📅 Class of 2022