

# 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%.
- Implemented localization-safe CommonUI widgets that can accommodate varying text lengths in Latin-based and Asian languages.
- Collaborated with designers, artists, and programmers to identify key issues in the user experience and improve the underlying architecture to ease player friction.

### Associate UI Programmer

#### Improbable Worlds Limited

📅 May – December 2021

- Overhauled the UI infrastructure by introducing a window-stack, significantly decoupling the individual screens and solving a myriad of bugs.
- 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.

## EDUCATION

### BSc Computer Engineering Software Co-op

#### University of Alberta

📅 Class of 2022

## 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.

### 🎮 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 switch between cooperation and competition against others dynamically.

### 🎮 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.