ADITYA 'JEFF' HIROKAWA
Game Developer | Software Engineer

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Skills:

Languages:
Proficient:
- C#/C++

Intermediate:
- Javascript (w/ jQuery)
- HTML

Familiar:
- Bash
- PHP
- GLSL

Engines:
Proficient:
- Unity

Intermediate:
- Unreal Engine 4

Technical Skills:
- Gameplay Programming
- Graphics Programming
- Unit/Integration Testing

Design Skills:
- Systems Design
- Level Design
- UI/HUD Design

Miscellaneous Skills:
- 3D Math

Education:

DigiPen Institute of Technology
Bachelor of Science in Computer Science in Real-Time Interactive Simulation   (July 2016)

Work Experience:

Moei Interactive, LLC   Sept. 2016 - (Present)
Gameplay Programmer

Succession (PC/mobile) - In Development   **Unity, C#**
- Used Javascript with jQuery for Server and Web Client code for a shared screen multiplayer game that uses browser based player input
- Setup and utilized node.js with socket.io to communicate between Unity and browser actions
- Developed a Player Controller that uses a NavMesh based waypoint system, and objective based interaction system that populates the browser client with points of interest for movement and gameplay
- Wrote Game and NPC logic revolving around this system

kaleidex (Play Store)   **Unity, C#**
- Utilized Unity for concurrent Android and iOS development
- Designed and Developed Polygon Multiplying mechanic with related angled bullet spawning, Ink and Blocking systems, all Power-Ups and subsequently balanced them
- Created all Sprites, Backgrounds and UI assets using Photoshop
- Created IAPs with Play/App Store for said Power-Ups and Backgrounds
- Integrated Leaderboards and Achievements for Play/App Store
- Integrated Audience Network and Unity Ads

DigiPen Institute of Technology   Feb. 2014 - Dec. 2014
Teaching Assistant

MAT150/200 (Calculus and Analytical Geometry I/II)
  As Teacher's Assistant, my work included grading assignments, giving feedback and organizing the students' work and grades.

Student Projects:

Project BattleBlitz - Team Moei (teammoei.com)   Sept. 2015 - April 2016
Technical Director, Gameplay Programmer   **Unreal Engine 4, C++**
- Utilized both the Blueprints and C++ end of the Unreal Engine
- Constructed Combat, Health and Cooldown Systems
- Implemented various player attacks and stackable weapon modifiers
- Wrote Round, Game and Player Logic

Forte - Team Moei (teammoei.com)   Jan. 2015 - April 2015
Graphics Programmer   **Custom 3D Engine, C++**
- Utilized OpenGL 4.3 to create a 3D Graphics Engine
- Implemented Microfacet BRDF lighting
- Implemented reflections, shadow and normal mapping
- Utilized static Maya models by writing a .obj file reader