

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)

Co-Founder, Developer

Succession (PC/mobile) - In Development

Unity

- Using Unity for Game end, and Javascript with jQuery for Server and Web Client side for a shared screen multiplayer game that uses browser based player input
- Setup and utilized node.js with socket.io to communicate between game and browser actions
- Developed a NavMesh based waypoint system, and objective based interaction system that populates the browser client with points of interest for movement and gameplay
- Wrote all Player, NPC and Game logic

kaleidex (Play Store)

Unity

- Utilized Unity for Android and iOS
- Designed and Developed primary Blocking and Multiplying mechanic, Ink and Power-Up systems 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:

Peak - Solo Project

May 2016 - July 2016

AI Programmer, Level Designer

Unity

- Utilized Unity and C# for mobile development
- Constructed various AI for enemies with different attack patterns
- Designed levels surrounding an AI heavy environment
- Wrote all Game, Player and Enemy logic

Project BattleBlitz - Team Moei (teammoei.com)

Sept. 2015 - April 2016

Technical Director, Gameplay Programmer

Unreal Engine 4

- Utilized both the Blueprints and C++ end of the Unreal Engine
- Constructed Combat, Health and Cooldown Systems
- Implemented various player attacks and weapon modifiers
- Wrote Round, Game and Player Logic