Nilesh Krishnan

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SKILLS/LANGUAGES



* *C/C++*
* *C#*
* *Unreal Engine 4*
* *Unity*
* *Platforms - PS4, Xbox One, Switch*

WORK EXPERIENCE



Sumo Video Games Private Limited July 2016 — Present

*Game Programmer*

**Projects :**

* **Dead Island 2 (1 Year 2 months) (Unreal Engine – C++)**

**Target Platforms – PC, PS4, XBox One**

* Responsible for developing the game's economy and loot system, and associated editor tools.
* Developed the system to handle 2D contextual UI in 3D world space, along with networking support.
* Improved Unreal Engine's Animation System to allow tagging keyframes.
* Wrote an editor script to replace/remove all references to a variable or a function call in blueprints.
* Contributed to the development of a debug visualizer tool that could be easily plugged into any game system.
* Improved the UI code architecture to reduce the UI memory footprint.
* Developed the game's framework to handle mouse inputs in a UI screen
* **Human Fall Flat (2 months) (Unity – C#)**

**Target Platforms – PS4, XBox One, Switch**

* Lead the development team in the Indian studio.
* Developed a library that handled platform specific functionality for Input, Save System, Achievements, Users and Game Events.
* Wrote the game's voice chat system for PS4.
* **Snake Pass (1 month) (Unreal Engine – C++)**

**Target Platforms – PS4, Switch**

* Worked on creating a localised Japanese build for the game.
* Responsible for managing the build machine and delivering the builds on PS4 and Switch.
* Modified Unreal Engine's startup video player to support video specifications required by the publisher.
* **Team Sonic Racing (11 months) (Sumo Engine – C++)**

**Target Platforms – PC, PS4, XBox One, Switch**

* Developed multiple racing game modes for the game.
* Wrote tools that were used by the design team to set up different types of skid mark effects for tires.
* Worked on surfaces that blends various car controlling effects as a racer moves between two surfaces.
* Added support for gamepad vibrations using WWise for PS4, XBox One and PC.
* Updated the engine's UI tools to add support for rendering 3D models to the UI.
* **Unannounced AAA Project (3 months – Current) (Unreal Engine – C++)**

**Target Platforms – Mac OS, iOS, Apple TV, PC, Switch**

* Working as part of the gameplay 3Cs team (Character, Camera, Controls).
* Responsible for developing and maintaining the entire camera and camera controls systems for the project.
* Working on creating tools to help designers set up cameras in the level and debug them.

PurpleTalk India Private Limited Jan 2014 — Feb 2016

*Game Programmer*

**Projects :**

* **Ride ‘em Rigby (3 months) (Unity – C#)**

**Target Platforms – Android, iOS**

* Optimized the existing game code in order to provide support for low end devices.
* Fixed a lot of bugs to ensure stable build.
* **Star Trek - Trexels (1 Year 7 months) (Unity – C#)**

**Target Platforms – Android, iOS**

* Developed the game AI and the exploration half of the gameplay.
* Created tools to help designers set up the in-game content.
* Wrote code for the game to communicate with the server and load game data.
* Optimized the game code to in order to support low end devices.
* Wrote the networking code for a post-release multiplayer update.

EDUCATION



Backstage Pass – Institute of Gaming and Technology Aug 2011 — March 2015

*Bachelor of Technology –*

*Jawaharlal Nehru Technological University, Hyderabad*

**Projects :**

* **SAGE Engine (SFML Library – C++)**

**Target Platforms – Android, iOS**

* + Wrote support to create, load and unload a scene in the engine.
  + Added support for 2D skeletal mesh animation using Spine 2D.
  + Added support for particle systems.
  + Created a few test scenes that demonstrates the use of tile maps, spine animations, sprites and resource managers.