

SIDDHARTH SURESH

GAME PROGRAMMER



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SKILLSET

Programming

C / C++ 
C# 
AS3 

Engines

UE4 
Unity 5 

Tools

Perforce 
JIRA 
Visual Studio 
Git 

PROJECTS

University Of Central Florida Florida Interactive Entertainment Academy

Programmer & QA Lead *on Hollow*

Hollow is a 3D side-scrolling adventure game produced by 17 students in eight months using UE4.

Orlando, FL
Jan 2017- Present

- > Created multiple polymorphic game states for runtime mechanic switching.
- > Worked closely with animators and designers to integrate animations into the project and setup a star-system animation state machine.
- > Iterated mechanics with design team improving player experience.

Engine Programmer *on Academic Game Engine*

Orlando, FL
Jan - Apr 2017

- > Built an XML scripting system for runtime configuration and creation of polymorphic objects using the chain of responsibility and factory patterns.
- > Developed an asynchronous event system using the publisher/subscriber pattern.
- > Worked on a team of nine programmers to develop a game with the engine at the end of the semester.
- > Integrated Bullet Physics library into the engine then used it to simulate all physical entities in the game world.

Solo Developer *on Air Hockey*

Orlando, FL
Dec 2016

- > Utilized the Singleton pattern to create multiple managers in a game framework provided by faculty.
- > Incorporated Box 2D physics library into the framework then used it to simulate all physical entities in the game world.

Programmer *on Rapid Prototypes*

Orlando, FL
Sept - Dec 2016

- > Worked on five 2-week rapid prototypes on teams of six cross discipline students, each prototype with different constraints.

EDUCATION

M.S. in Interactive Entertainment – Programming Track

University Of Central Florida
Florida Interactive Entertainment Academy

Expected – Dec 2017
Orlando, FL

B.Tech. Computer Science & Engineering

Vellore Institute Of Technology

May 2016
Chennai, India