

Abhay Ashok Kumar

Linkedin: abhay-ashok-kumar

Github: SSJAbatron

Email : a.abhay96@gmail.com

Mobile : +91-904-231-4857

SKILLS SUMMARY

- **Languages:** C, C++, C#, JavaScript, Unreal Engine Blueprints, Unix scripting
- **Tools:** Visual Studio, Unity, Unreal Engine, GitHub, Asperite, Pyxel Edit, Tiled, PowerPoint

EXPERIENCE

- **Odyssey Technologies Ltd.** Chennai, TN — Onsite
Lead Programmer — C#, C, Linux, Erlang May 2023 - Current
 - **Pluggable Authentication Modules(PAM) Research:** Working on PAMs(Pluggable Authentication Modules) to build a custom authentication module for protocols such as SMTP, IMAP/POP3.
 - **C# JWS Library:** Built a C# library that computes JWS using Native Cryptography functions for .NET applications.
 - **WebAuthn and OAuth2 Custom Servers Research:** Implemented Custom Servers of WebAuthn and OAuth2 in Erlang to test and understand the workflow involved during Authentication for implementing custom services
- **Gamer2Maker.in(Apprenticeship)** Chennai, TN — Remote
Game Designer — C#, Unity, Asperite, Tiled, Pyxel Edit, GitHub, Pixel Art, PowerPoint Sep. 2022 - Aug 2024
 - **FIND THE DRAGON ORBS - Game Project Alpha Build:**
 - Worked on Top-Down 2d Pixel art Action Arcade Game in a team of 6 as the **Lead Game Designer**
 - Ensured various decisions about Art, Programming, Mechanics, Gameplay loop followed the Game's original design as Lead Game Designer
 - Followed Scrum based Project Model during development by holding meetings for meeting project milestones. This involved setting up meetings with specific team members based on the task weekly.
 - Used GitHub for version control to ensure the project changes are made by the concerned members of the team.
- **Odyssey Technologies Ltd.** Chennai, TN — Onsite
Deputy Lead Programmer — Erlang, Relation Databases(Oracle, MySQL), Linux Jul. 2021 - May 2023
 - **SFTP tool:** Built an SFTP tool that will upload a report fetched and formatted from the application's database to a configured location. Supported various methods of SFTP authentication such as password, key, password and key. The functionality was handled using Erlang's native SFTP library
 - **Erlang Server Application:**
 - Implemented asynchronous mode for APIs to reduce the waiting time of APIs and the response of the API can be fetched by using a unique token generated in the response of the async API.
 - Built a request limiter with a configuration to support the configured Requests per second with two modes either for the entire server or split based on the usage of applications configured in the application
 - Supported various methods of admin authentication in the application, these include password based, active directory based and certificate based authentication
 - Implemented certificate based authentication for APIs exposed to application.
- **Odyssey Technologies Ltd.** Chennai, TN — Onsite
Junior Programmer — Erlang, Relational Databases(Oracle, MySQL), Linux, C, C++ Jul. 2019 - Jun. 2021
 - **Erlang Server Application:**
 - Implemented a Server that exposes APIs for storing and retrieving data from a database. The API format used was JSON and the Server was built using erlang and mochiweb library
 - Scaled the server to support 100 - 200 TPS based on the system configuration. Implemented a request limiter to ensure TPS threshold is maintained.
 - **C,C++ Directory Crawling tool:**
 - Improved the working of a directory crawler tool that parses files of various extensions, browser and OS key stores and uploads the formatted data to a server configured in the tool which involved dynamic memory allocation of objects to hold the required file attributes. Some of the file types and key stores are .cer,.crt,.aatl, JKS, IE, crypto tokens. The tool used C in the Linux environment and C++ in the windows environment. Used GCC for compiling in Linux and Visual Studio in Windows.
- **Odyssey Technologies Ltd.** Chennai, TN — Onsite
Trainee Engineer — Erlang Jun. 2018 - Jun. 2019
 - **Erlang Code Snippets:** Writing small code snippets to make tools for parsing complex data in Erlang.

PROJECTS

- **Find the Dragon Orbs(Apr 23 - Present):**
 - This is an Alpha game project associated with Gamer2Maker. The game was built as a team of 6.
Role: Lead Game Designer, Game Programmer, Game Artist.
 - Game Link: **Find The Dragon Orbs**
 - GitHub Link: **Unity Source**
- **Highlight (Gamer2Maker Game Jam(Apr 24):**
 - A game built in a team of 3 for Gamer2Maker's first ever game jam. The theme of the Game jam was "High" and had to be finished in 2 days.
This game interprets **high** as going as high as possible and also making sure the light burns as bright as possible.
Role: Game Programmer
 - Game Link: **Highlight**
 - GitHub Link: **Unity Source**

EDUCATION

- **Jerusalem College Of Engineering** Chennai, TN
Bachelor of Engineering in Computer Science and Engineering; CGPA: 8.23 Aug. 2014 - Apr. 2018
- **D.A.V Senior Secondary School** Chennai, TN
12th Grade; 89% Jun. 2002 - Mar. 2014

HONORS AND AWARDS

- Awarded **1st place out of 5 submissions** in **Gamer2Maker's first game jam**(Apr 2024)
- Awarded **3rd Place among 23 participants** in **Trijam - 245** a game jam hosted on itch.io by **Rocknight studios** (Nov 2023)
- Awarded **22nd Place among 37 participants** in **Trijam - 244** a game jam hosted on itch.io by **Rocknight studios** (Nov 2023)
- Awarded **14th Place among 21 participants** in **Trijam - 246** a game jam hosted on itch.io by **Rocknight studios** (Nov 2023)
- Awarded **13th Place among 29 participants** in **Trijam - 281** a game jam hosted on itch.io by **Rocknight studios** (Aug 2024)