SEHADATULLAH ATAL

VIDEO GAME DEVELOPER | PROGRAM DEVELOPER

CONTACT

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- Los Angeles, California, United States

SKILLS

C/C++/C#
Game Design
Unity Engine
Python
Javascript
Object-Oriented Programming
Unreal Engine
Bash

EDUCATION

University of California Santa Cruz

Computer Science: Game Design
2020-2024
Dean's List

Courses

CSE140: Artificial Intelligence
CSE 101: Data Structs & Algorithms
CSE 111: Advanced Programming
CMPM 172: Game Production Studio
Computer Systems and C Programming
Programming Abstraction Python

LANGUAGES

English | Advanced

Pashto | Advanced

PROFILE

Highly motivated and self-driven programmer. Adept at both solo and collaborative projects. Possessing strong technical skills in C#, C++,C, Python, JavaScript, Unity, and Unreal Engine, combined with hands-on experience in programming software and games. Known for excellent problem-solving abilities, and a commitment to continuous learning and professional growth.

WORK EXPERIENCE

Research Assistant: Data Handler

University of California Santa Cruz
January 2023- April 2023

Tyler Sorensen Research Group

Testing GPU weak memory models and shared memory consistency behavior on NVIDIA GPUs.

- Spearheaded the data gathering, contextualizing, and visualization efforts within the research group.
- Developed and implemented scripts to automate the execution of various programs, streamlining processes.
- Developed scripts to effectively visualize and organize data, creating detailed three-dimensional graphs for comprehensive data analysis.

The contextualization and visualization of data provided by these scripts helped identify inconsistencies, patterns, and bugs across multiple programs, ultimately improving model performance by **1.5x to 3x.**

PROJECT EXPERIENCE

Published 3D Multiplayer Steam Game   January 2024-June 2024

- Solo Developer (Programming, Game Design, Audio Design, Model Design, etc).
- **Multiplayer** - Peer to Peer using Fishnet Networking Solution.
- **Procedurally Generated Animation** - Inverse Kinematics.
- **Physics based simulations and controllers.**
- **Artificial Intelligence** - Finite State Machines
- **Procedural Generation** - A* Path Finding, 3D Dungeon Generator

Multi Threaded (24 CPU, 4 PC) Distributed Password Cracker   November 2022-November 2022

- A Password Cracker using four different servers and 24 CPUs.
- **Multi-Threaded** - 24 CPU
- **Networked** - 4 servers
- **UDP Protocol**
- **Object Oriented**

WORDLE Puzzle Solver   March 2022-March 2022

- A program that solves any WORDLE puzzles consistently and accurately.
- **Object Oriented**
- **Data Structures**
- **Probability and Statistics**

Other

- Dictionary ADT (Red Black Tree and BST), BigInteger ADT, Linked List ADT
- Physics Simulator - Vehicle Driving
- Calculator for Performing Matrix Operations