AKSHAT MADAN

PROGRAMMER & GAME DESIGNER | AKSHATMADAN.COM

SKILLS

Programming Languages:
1. C / C++
2. C#
3. Objective-C
4. JavaScript
5. Java
6. Python

Experience with:
1. Windows and Linux based programming
2. Assembly language
3. Memory debuggers
4. Documentation generators
5. GIT, SVN

Languages Spoken:
1. English
2. Hindi
3. Arabic
4. German
5. Spanish

EXPERIENCE

SOFTWARE PROGRAMMER • TRANSTECH EQUIPMENTS PVT LTD • JUNE 2019 – AUGUST 2019
Worked individually to create a Windows-based application to automate the panel design process. This application was expanded to include creation of a bill of materials and stock management.

GAMEPLAY PROGRAMMER • 12FIFTEEN STUDIOS • JUNE 2016 – AUGUST 2018
Worked on 3 different video game experiences and created over 5 games with the team. Led a game design team for 6 months. All projects reached prototyping stage.

VIDEO GAME PROGRAMMER & DESIGNER INTERN • SUPERSIKE GAMES • JUNE 2017 – AUGUST 2017
Worked on 2 different projects which are currently on the iOS App Store and Play Store: One More Run & One More Pass

CISCO TALENT CLOUD OUTREACH • CISCO INDIA • OCTOBER 2017 – MARCH 2018
Led a team of 8 to create an event management application that runs on mobile, PC, and web seamlessly.

ARTIFICIAL INTELLIGENCE PROGRAMMER INTERN • TOUCHKIN • SEPTEMBER 2017 – JUNE 2018
Interned to create the AI chat bot Wysa: an application for mobile that acts as a therapist. Currently being rolled out worldwide.

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EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE AND GAME DESIGN WITH A MINOR IN MUSIC AND SOUND DESIGN • EXPECTED GRADUATION: APRIL 2022 • DIGIPEN INSTITUTE OF TECHNOLOGY, REDMOND
Currently studying video game design and programming and completing a minor in music and sound design. In my first two years here, I have taken on a lot of leadership roles. These include: Student Ambassador, Student Activities Board member, Resident Assistant, and Teaching Assistant.

AWARDS

1ST PLACE • OAKRIDGE CODE FEST 2018
Worked with a team of 5 to create an artificial intelligence built on neuro-evolution that teaches itself to play different games with given parameters. For our demo, we built it to work with the famous game 'Flappy Bird'.

STUDENT GAME OF THE YEAR NOMINEE • NASSCOM GAMING FORUM (NGF) AWARDS 2016
'Psychosis' was also nominated for Student GOTY at NGF Awards 2016.

256TH PLACE OVERALL / 69TH IN HUMOUR • LUDUM DARE 39
Led a team of 3 and created 'Mayor on a Roll', an endless runner, in 72 hours. Worked as a programmer, level designer, and sound designer for the team.

1ST PLACE • GAME JAM TITANS 2015 - BANGALORE
Led a team of 5 and placed first in a 5-day game jam in Bangalore, India.

1ST PLACE • GAME JAM TITANS 2015 - INDIA
Led a team of 5 and placed first in the same game jam at a national level.

STUDENT GAME OF THE YEAR WINNER • NATIONAL GAME DEVELOPERS CONFERENCE INDIA (NGDC) 2015
Created 'Psychosis' which won Student GOTY at NGDC 2015.

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UNIVERSITY PROJECTS

OVERSHADOW • PRODUCER & GAMEPLAY PROGRAMMER • SEPTEMBER 2019 – APRIL 2020
Led and worked in a team of 12 to create an arena-based 4-player combat game in a custom game engine. The game was released onto Steam in June 2020.

KNIGHTMARE: A HERO'S JOURNEY • PRODUCER & PROGRAMMER • JANUARY 2019 – APRIL 2019
Led a team of 5 to create an arena-based brawler in a semi-custom engine.

FERRET FUMBLE • GAMEPLAY PROGRAMMER • SEPTEMBER 2018 – DECEMBER 2018
Worked in a team of 3 to create a platformer.

OUTBREAK • GAME DIRECTOR & MISSION DESIGNER • JANUARY 2019 – PRESENT
Led a team of 5 designers to create and run a team building game of HvZ on our campus.

VOLUNTEER EXPERIENCE

EMIRATES NBD EXCHANGER VOLUNTEERS • DUBAI, UAE • JUNE 2018 - PRESENT
Volunteering with Emirates NBD volunteers in Dubai to help the underprivileged.

RAMADAN AMAN • DUBAI, UAE • JUNE 2018 – JULY 2018
Volunteering with the Dubai police to make the roads safer during the holy month of Ramadan.

AUTISM SPEAKS • BANGALORE, INDIA • JANUARY 2016 – JUNE 2016
Helped organize an autism awareness campaign in my high school.

BLACK DOG HEEL • BANGALORE, INDIA • JANUARY 2017 – JUNE 2017
Led and organized a depression awareness campaign in my high school. Raised profits from selling shirts that were donated to mental health clinics in India.

COME TOGETHER • BANGALORE, INDIA • SEPTEMBER 2017 - PRESENT
Organized a campaign with the teenagers in Bangalore, India to spread awareness on mental health and depression.

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