

Adarsh N P

Game Programmer
Dubai, United Arab Emirates

Mobile : +971551682649
Email : adarshnp49@gmail.com
<https://www.linkedin.com/in/adarsh-np/>

SUMMARY

Experienced Game Programmer with nearly 4 years of expertise in 3D game development for Android, Windows, and WebGL using Unity3D. Strong background in vector math and trigonometry. Skilled in Agile methodologies, particularly Scrum, and proficient in Git, Perforce, and Jira. Comfortable with Unreal and C++ also.

SKILLS SUMMARY

- **Game Engine & Programming languages:** Unity3D, C#, Unreal 5, C++, Javascript, HTML
- **3D Graphics & visual Effects:** Mesh manipulation, Shadergraphs, Procedural Animation, Unity UI
- **Version Control & Project Management:** Git, Perforce, Jira
- **Soft skills:** Leadership, Project Management

WORK EXPERIENCE

- **Dark Emerald Gaming Studio** Dubai, UAE
Game Programmer *Jul 2023 - Present*
 - **Game Title:** Enci's Solution
 - * **Summary:** 3D Platformer game made using Unity, targeting Steam, PC, and Xbox platforms.
 - * **Steam Page:** https://store.steampowered.com/app/2602500/Encis_Solution
 - **Major Contributions:**
 - * **Procedural Animation:** Scripted procedural animation for the player character's scarf using Verlet Integration.
 - * **Multi-Level Scene Streaming:** Designed and implemented the architecture for streaming multiple additive scenes to optimize resource usage. Also applied time slicing for further optimization.
 - * **Tool programming:** Developed custom editor tools to streamline workflows and improve productivity, including an FPS counter tool, mesh correction tool, room selection tool, and checkpoint teleport tool.
 - * **Optimization:** Optimized the game using Unity profiler and various tools. Implemented different methods to cut the fps drop from 40-45 to 60 fps.
- **InApp** Thiruvananthapuram, India
Senior Software Engineer, Team Lead *Nov 2020 - Dec 2023*
 - **Achievements:** Consistently nominated for 'Employee of the month' awards multiple times. Received 'Employee of the Quarter' award for first quarter of 2022.
 - **Product:** Home Visualizer Tool
 - * **Summary:** Home exterior landscaping visualization tool developed in unity for webgl platform. The Tool enabled to arrange 3d landscape objects on top of 2d picture of the home provided by user. User was able to draw custom shapes in the tool.
 - **Major Contributions:**
 - * **Splines:** The simulation was about building walls, steps and pavers to create external home decoration and landscaping. So splines were used to construct structure of walls and steps.
 - * **Unity & Web interaction :** Integrated javascript functions to unity. Handled API calls and json parsing.
 - * **Shaders:** Developed shaders like triplanar shader & water shaders using shadergraphs
 - **Leadership:** Led developers and delivered well tested solutions under time constraints. The project performance was acknowledged by both the client and the internal team. Conducted sessions on unity features for developers.

EDUCATION

- **College Of Engineering Trivandrum** Thiruvananthapuram, India
Bachelor of Technology in Computer Science and Engineering *Aug 2016 - Jul 2020*