Ahnaf An Nafee

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EDUCATION

BS in Computer Science, *Drexel University*   2018 – 2022 | Philadelphia, PA
Concentration in Artificial Intelligence, Game Programming and Development
Honors: *manga cum laude* (GPA: 3.77)

SKILLS

Programming (C#, C, C++, Python, GLSL, HLSL, WebGL, TypeScript, JavaScript, Kotlin, Java, Jest, Detox, TypeScript, Selenium, PostgreSQL, MySQL, Haskell, SQLite)

Tools & Frameworks (Unity, Unreal Engine, Maya, FMOD, Wwise, Blender, 3D Modeling, Game Testing, 3D Animation, Prototyping, Adobe CS, Figma, Perforce, Plastic SCM, React Native, SpringBoot, Node.js, JIRA, AI, ML, AWS, PostgreSQL, Docker)

PROFESSIONAL EXPERIENCE

Software Developer, *Dynasty 11* ⌞   Sep 2021 – Present | Wayne, PA
- Create and Implement 6 new **DevOps** pipelines to deliver **fast OTA application updates**, backend build status, and Infrastructure as Code
- Spearhead backend migration to **Amazon Elastic Beanstalk** for **auto-scaling** server instances, reducing application load and costs by 80%
- Automate the build and deployment process with **GitHub Actions** and **Maven** and use Serverless Lambda functions for monitoring, eliminating 85% of manual work
- Chart and Integrate Third-Party services and **OAuth services** with **20+ RESTful endpoints** to create a scalable, user-facing application and **increase user engagement**

Technical Programmer Co-op, *PHL Collective* ⌞   Apr 2021 – Sep 2021 | Philadelphia, PA
- Integrated and Scripted **versatile game managers** to simplify future design processes
- Developed shaders with multiple variants for general **stylized** usage
- Collaborated with the Art team to improve workflows and create simpler and customizable **shaders**
- Performed **integration and stress testing** on WIP games, while reporting any issues in a developer-friendly format in Mantis
- Coordinated closely with the design team to identify problematic areas and created relevant **test cases**

PROJECTS

The Void Above, *Lead Producer* ⌞   Sep 2020 – Mar 2021
- Led programming and the scrum team that met **standards of excellence** and **established best practices and pipelines** for level design
- Collaborated with art, animation, programming, FX, and sound team members to achieve a **top-of-class, immersive experience**
- Designed and implemented **dynamic mechanics** across the user interface and player movement
- Wrote **adaptable code** that can operate on all intended platforms, devices, screen resolutions, and screen orientations

Checkers Party, *Game Network Engineer* ⌞   Oct 2020 – Dec 2020
- Integrated **cross-platform multiplayer functionality** using the Photon Engine
- Implemented l**oad balancer net code** for player rooms to **improve performance**
- Designed a **user interface based on Figma prototype**
- Engineered smooth GameObject animations for **enhanced user experience**