Ahnaf An Nafee

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Education

BS in Computer Science, *Drexel University*   2018 – 2022 | Philadelphia, PA
Concentration in AI and Game Programming
Honors: *Magna Cum Laude, W*inner of Senior Project Showcase with the "Player 2" app, Dean's List

Research Interest

- Computer Graphics, Rendering Optimization, AI-Driven Workflows for Creative Applications
- Eager to explore how machine learning can automate and optimize 3D modeling pipelines (e.g., UV mapping, NPR techniques).

Teaching Experience

Teaching Assistant, *Drexel University* ⌨   Sep 2021 – Jun 2022 | Philadelphia, PA
- Provided academic support for undergraduate and graduate students, including a graduate-level advanced systems engineering course, by simplifying complex topics and fostering critical thinking.
- Delivered interactive demonstrations and hands-on activities to bridge theoretical knowledge with practical application, significantly improving students' comprehension and performance.
- Conducted weekly lab sessions, ensuring effective delivery of content, and coordinated with professors to align teaching goals and course objectives.
- Evaluated coding assignments, quizzes, and exams with a focus on fairness and accuracy, contributing to a high standard of academic excellence and the professional development of students.
- Provided individualized guidance to students, promoting inclusivity and accommodating varying learning styles to foster a supportive educational environment.

Skills

Programming: Python, Kotlin, Java, Groovy, GoLang, PostgreSQL, MySQL, WebGL, C#, C, C++, Haskell, SQLite, JavaScript, TypeScript, GoLang, Bash

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, Kubernetes, OpenShift, Terraform, Hashicorp Vault, Jenkins, AWS ECS, AWS AKS, GCP Cloud Run, Azure AKS, Gradle, Puppet, Ansible, Maven, Kong Mesh, KEDA

Projects

The Void Above, *Lead Producer* ⌨   Sep 2020 – Mar 2021
- Spearheaded programming efforts and expertly managed a scrum team that consistently met standards of excellence and pioneered best practices and pipelines for level design
- Collaborated with cross-functional teams, including art, animation, programming, FX, and sound, to deliver a top-of-the-line, immersive experience, using Perforce for source control
- Crafted dynamic mechanics across the user interface and player movement, significantly enhancing gameplay
- Developed adaptable code that seamlessly operates across all intended platforms, devices, screen resolutions, and orientations, enabling widespread accessibility

Checkers Party, *Game Network Engineer* ⌨   Oct 2020 – Dec 2020
- Integrated cross-platform multiplayer functionality using the Photon Engine
- Implemented load 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

Professional Experience

Technical Engineer, *PHL Collective* ⌨   Mar 2021 – Sep 2021 | Philadelphia, PA
- Contributed to the PHL Collective team by scripting and integrating game managers, streamlining design processes, enhancing gameplay fluidity, and reducing load times by 30%
- Innovated in shader development for DC's Justice League: Cosmic Chaos, resulting in heightened visual quality and user engagement, mirroring the importance of aesthetics and functionality in software solutions, resulting in a 25% improvement in rendering performance
- Fostered cross-functional collaboration with the Art and Design teams, leading to improved workflows and product quality, reflecting the interdisciplinary teamwork essential for developing comprehensive observability solutions

DevOps Engineer, *Mindex (Contractor for Paychex)* ⌨   Feb 2023 – Present | Rochester, NY
- Played a key role in the collaborative effort to upgrade and refine the observability infrastructure with the transition to OpenShift 4, contributing significantly to the enhancement of system reliability and the effectiveness of performance monitoring

- Automated certificate management processes, eliminating manual renewals and reducing downtime related to certificate expirations by 100%
- Collaborated with infrastructure teams to implement role-based access control in OpenShift, streamlining administrative operations and developer access
- Actively engaged in cross-functional teams to improve observability and monitoring practices, contributing to the development of scalable web services and applications

Software Engineer, *Dynasty 11 Studios* ⬀   Sep 2021 – Feb 2023 | Wayne, PA
- Spearheaded cloud cost optimization by implementing a multi-tenant architecture, significantly reducing operational expenses, and integrated Splunk for cost and usage monitoring, slashing monthly cloud costs by 75%
- Enhanced developer experience and CI/CD pipeline efficiency through aggressive caching, dynamic environment variable management, and automated refresh mechanisms, leading to a 40% decrease in time-to-deployment
- Optimized local development setups and artifact storage costs, utilizing Grafrana and CloudWatch for monitoring resource usage and identifying optimization opportunities
- Developed a serverless notifier for build statuses, enhancing communication and monitoring within the development team
- Automated IGDB token refreshes via Twitch API, ensuring 100% uptime for game data integration and eliminating manual intervention