

# Ankit Singh Kushwah

C++ Game Programmer

HORSHAM,UK

I am a passionate software engineer with 5 years of experience in the games industry. I am looking for opportunities where the team is pushing technical boundaries, creating fresh gameplay experiences and where I get to tackle problems which really challenge me to push my technical & creative knowledge. I want to make games fun.

## EXPERIENCE:

### C++ Gameplay Programmer | Unannounced AAA Game | CREATIVE ASSEMBLY | UK

2022 - Present

- Implemented reinforcement system & different spawners
- Implemented various ability behaviours
- Implemented stats/attribute modification system & tag system
- Implemented movement orders/behaviours : Jumping, Tactical Retreating & Teleportation
- Implemented damage rules for array of different interactions : Melee, Range, AoE etc
- Created proposals & Refactored systems
- Implemented various features in C# and exposed C++ systems to C# for designers
- Added UI code support for various features
- Added Input actions with modifiers & triggers for various features
- Daily peers code review
- Wrote plugins for JetBrains Rider for code analysis & quick fixes for in-house libraries usage

### Game Programmer | GAMEZOP | INDIA

2021 - 2022

- Developed [Pool Master](#) : A 8 ball pool multiplayer game
- Developed [Street Dunkies](#) : A roly-poly physics based basket ball game
- Collaborated on various casual titles

### Game Programmer on Contract | XANSR TECHNOLOGIES | INDIA

4 Months - 2020

- Ported [Temple Run 2](#) to HTML 5 for Imangi Studios for Poki dot com

### Software Engineer Intern | EA | INDIA

2018 - 2019

- Implemented Spin board for Bejeweled Blitz
- Added sprite sheet animation to in-house engine
- Updated SDKs for telemetry & Ads
- Did a knowledge sharing session on SIMD
- Bug fixes for different mobile devices
- Peer code reviews

## CONTACT:

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Linkedin: <https://linkedin.com/in/videogamechef>

## PORTFOLIO/TECH DEMOS :

[ankitsinghkushwah.github.io](https://ankitsinghkushwah.github.io)

## EDUCATION:

### Backstage Pass Institute of Gaming and Technology

Bachelors in Computer Science & Game Development  
2015-2019

## PUBLISHED ARTICLES:

### [Skeletal Animation with OpenGL](#)

LearnOpenGL dot com | 2020

## SKILLS:

Languages : C/C++, C#, Python & Typescript  
Graphics APIs : OpenGL & DirectX  
Game Engine : Unreal 5 & Godot  
VCS : Git & Perforce  
Performance Analysis : RenderDoc & Superluminal

## SHIPPED GAMES:

<a href="#">Temple Run 2</a>	(>50M plays)
<a href="#">Pool Master</a>	(5.5M plays)
<a href="#">Street Dunkies</a>	(500k plays)
<a href="#">Bejeweled Blitz</a>	(10M Downloads)

## PERSONAL PROJECTS HIGHLIGHTS:

Eklavya Engine : C++ game engine with custom rigid body physics, skeletal animation & OpenGL Renderer

CPU Based real time Ray Tracer