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 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 : 8 ball pool multiplayer game for HTML 5
- 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

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:

Temple Run 2   (>50M plays)
Pool Master   (5.5M plays)
Street Dunkies   (500k plays)
Bejeweled Blitz   (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