

Aniruddha Prithul

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SKILLS

Languages : C++, C, C#, Python

Frameworks : Unity, Unreal Engine, SDL2, OpenGL, Dear ImGui, Emscripten

Tools : Visual Studio, VS Code, Make, Premake, Git, Perforce, Jenkins, RenderDoc, Nvidia Nsight, Minitab

WORK EXPERIENCE

Graduate Research Assistant

Reno, NV

HCI Lab, University Of Nevada – Reno

Aug 2018 – May 2022 | Sep 2022 – Current

Conducted user studies to identify drawbacks and propose improvements for VR locomotion.

- Developed Virtual Reality games using Unity and Unreal Engine 4 using SteamVR and XR Toolkit for experiments.
- Collected and analyzed data using statistical techniques (e.g. ANOVA, MANOVA etc) to test hypotheses.
- Published [4 research papers](#) based on the experiment results.

Programmer (Summer Intern)

Los Angeles, CA

Heavy Iron Studios, Inc.

June 2022 – Aug 2022

Gained game programming experience in a real world setting in a large studio.

- Implemented gameplay, UI, physics, particles, and architecture of an unannounced sailing sports game using Unity.
- Migrated the company's Jenkins build system by setting up Jenkins jobs, fixing broken build systems, and testing.
- Developed content for a major VR platform using the platform's proprietary VR programming tools.

Game Programmer

Dhaka, BD

Mindfisher Games Inc.

Jun 2017 – Apr 2018

Worked on the highly acclaimed android game [Mukti Camp](#).

- Programmed the combat gameplay and combat AI of the game using Unity.
- Developed post-launch asset bundles and integrated play game services for cloud saves.
- Resulted in the amassing of **500,000+** downloads on the Google play store with high customer satisfaction. **(4.2/5 stars)**

PERSONAL PROJECTS

[BrewEngine](#): An experimental 2D C++ and OpenGL based game engine with custom rigidbody physics and editor.

[Brew Game Tools](#): A cross-platform 2D game framework with automated setup process for rapid prototyping.

[Dynamic Destruction System](#): An Unity plugin that let's you destroy/damage meshes dynamically with physics at runtime.

[Commander Keen NX](#): A homebrew port of *Clone Keen* (Open source Commandar Keen clone) for the Nintendo Switch.

ACHIEVEMENTS

- Winner of [GP Game Jam 2017](#) with the game *Shobdo*.
- Winner of EATL apps contest 2015 with the game [Rickshaw Racing Dhaka](#).

EDUCATION

University of Nevada – Reno, Ph.D., CSE, expected : May 2023

University of Nevada – Reno, Master's, CSE, 2020 (**CGPA 3.97**)

Khulna University, Bachelor's, CSE, 2016 (**CGPA 3.50**)