

# Aniruddha Prithul

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## WORK EXPERIENCE

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### Programmer (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)**

### Research Assistant

Reno, NV

HCI Lab, University Of Nevada – Reno

Aug 2018 – Current

Design, implement, and assess novel interaction and locomotion techniques for Virtual Reality.

- Developed Virtual Reality games using Unity and Unreal Engine using SteamVR and XR Toolkit for user studies.
- Conducted in-person user studies and analyzed data using statistical techniques to test hypotheses.
- Published [5 research papers](#) based on the experiment results to reputable venues.

## PROJECTS

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[BrewEngine](#): An experimental 2D C++ and OpenGL based game engine with custom rigid body 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 Commander Keen clone) for the Nintendo Switch.

## SKILLS

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

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

**Tools** : Visual Studio Debugger, Make, Premake, Git, Perforce, Jenkins, RenderDoc, Nvidia Nsight

## ACHIEVEMENTS

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

## EDUCATION

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

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

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