

# Aniruddha Prithul

[aprithul@gmail.com](mailto:aprithul@gmail.com) | +1 (775) 219-8174 | SK, Canada (have Open Work Permit) | [portfolio](#) | [github](#) | [linkedin](#) | [medium](#)

## WORK EXPERIENCE

---

### Gameplay 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 Metaverse VR platform using the platform's proprietary VR programming tools.

### Virtual Reality researcher

Reno, NV

HCI Lab, University Of Nevada – Reno

Aug 2018 – Current

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

- Designed and developed VR games using Unity and C# for Quest, and SteamVR platforms for user studies.
- Conducted user studies and analyzed data to test hypotheses related to gameplay and usability.
- Published [5 papers](#) on locomotion in Virtual Reality games at reputable venues.

### Gameplay 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)**

### Independent Developer and Contractor

As Aniruddha Prithul

Jun 2014 – Current

Worked on several game projects independently as well as a freelance contractor.

- Worked on multiple Unity game projects on the [freelancer](#) platform with high customer satisfaction **(4.8/5 stars)**
- Developed multiple android games independently and published on the playstore (currently delisted).
- Currently working on a soon to be released mobile [game](#) using Unity and C#.

## PROJECTS

---

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

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

[Commander Keen NX](#): A homebrew port of *Commander Keen* in C and SDL2 for the Nintendo Switch.

[Brew Game Tools](#): 2D game framework for rapid prototyping with C/C++. Jenkins based CI/CD hosted on EC2 server.

## SKILLS

---

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

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

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

## EDUCATION

---

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

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