Aniruddha Prithul

aprithul@gmail.com | +1 (775) 219-8174 | portfolio | github | linkedin | medium

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

Doctoral Researcher
Reno, NV

HCI Lab, University Of Nevada – Reno
Aug 2018 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 5 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 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.

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 : April 2023
University of Nevada – Reno, Master's, CSE, 2020 (**CGPA 3.97**)
Khulna University, Bachelor's, CSE, 2016 (**CGPA 3.50**)