Aniruddha Prithul

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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 CI/CD build system by setting up jobs, fixing broken build systems, and testing.
- Developed content for the 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 Unreal 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

Self Employed
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 them on the Play Store (delisted).
- Currently working on a soon-to-be-released mobile game using Unity and C#.

PROJECTS

Dynamic Destruction System: An Unity plugin that lets 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: a 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**)