

Aniruddha Prithul

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TECHNICAL SKILLS

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

Technologies: Unity, Git, Perforce, OpenGL, Visual Studio, Virtual Reality, Unreal Engine, RenderDoc, Nvidia Nsight, Dear ImGui, Emscripten

WORK EXPERIENCE

Programmer (Intern)

Los Angeles, CA

Heavy Iron Studios, Inc.

May 2022 – Aug 2022

A former THQ internal studio currently owned by Keyword Studios.

- Gained game programming experience in a real world setting in a large studio.
 - Worked on an unannounced sailing sports game that involved gameplay programming, game architecture, boat physics simulation, UI, etc. Technologies that I used were Unity, WebGL, and Perforce.
 - Migrated the company's Jenkins build system to a new server by setting up Jenkins jobs, fixing broken build systems, and testing them.
 - Developed content for a major VR platform. This involved programming with platform-specific tools inside the VR environment.

Graduate Research Assistant

Reno, NV

HCI Lab, University Of Nevada – Reno

Aug 2018 – Current

UNR HCI Lab conducts research on topics related to Virtual Reality like locomotion and VR sickness.

- Conducted user studies to identify drawbacks and propose improvements for VR locomotion.
 - Gained expertise working with Virtual Reality systems (Vive, Oculus, etc) and peripheral devices (Kinect, Leap Motion, etc).
 - Designed and implemented VR apps using Unity and Unreal Engine 4 using SteamVR and Oculus SDK.
 - Resulted in the publication of **4 research papers** based on the results of the experiments.

Game Developer and Designer

Dhaka, Bangladesh

Mindfisher Games Inc.

Jun 2017 – Apr 2018

A former mobile game development company that has now split into Ulka Games and Alpha Potato.

- Worked on the highly acclaimed android game *Mukti Camp*.
 - Worked with Unity, Visual Studio, and Source Tree (Bitbucket) to develop the game.
 - Developed combat gameplay and combat AI of the game within a tight deadline while completing Scrum Sprints.
 - Deployed post-launch asset bundle and integrated play game services for cloud saves.
 - Resulted in meeting launch deadline and amassing **over 500000** downloads on the Google play store with high customer satisfaction.

PROJECTS

BrewEngine: An experimental 2D C++ and OpenGL based game engine with custom rigidbody physics and editor.

Brew Game Tools: An easy to use cross-platform 2D game framework+starter project with a dead simple setup process.

Dynamic Destruction System: An Unity plugin that let's you destroy/damage meshes dynamically with physics.

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

EDUCATION

University of Nevada – Reno, Ph.D., CSE, 2020 – ongoing (expected:2023)

University of Nevada – Reno, Master's, CSE, 2018 - 2020– (CGPA 3.97/4.0)

Khulna University, Bachelor's, CSE, 2012 - 2016– (CGPA 3.5/4.0)