

Anshul Soni

Gameplay/AI Programmer

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TECHNICAL SKILLS

- Languages: C/C++, C#, also JavaScript, LUA, XML and python.
- Libraries: OpenGL, SFML, SDL, AntTweakBar, FMOD, ImGUI.
- Game Engines: Unity (1+ year) and Unreal (1+ year).
- Platforms: Android, iOS, Windows phone, Windows, Oculus Rift.
- Tools: Visual Studio, GCC, git, SVN, Perforce.

EXPERIENCE

- **Gameplay Engineer, Sanzaru Games Inc., Foster City, CA** Jun 2016-Present
 - Improved the AI by changing from unreal behaviour tree to custom state machine in C++.
 - Developed a networked AI boss system enabling designers to iterate easily, for Marvel Powers United VR.
 - Updated the in-game debug menu for easier control and more options for designers and testers in VR.
 - Optimized multiple areas of gameplay code to reduce network latency.
- **Gameplay Programmer, Rhippo Studios, Pune, India** Jun-Aug 2014
 - Created a puzzle game, Match the Mates, using C# in Unity.
 - Programmed a dynamic level generator for game.
- **Software Developer-Intern, Electronic Arts, Hyderabad, India** May-Oct 2013
 - Improved the game by working on live services, to include new features for user retention.
 - Prototyped game features for "Theme park", enabling designer to identify best mechanics.

ACADEMIC PROJECTS

- **Technical Director & Tools/Engine Programmer: A Little Bit (C++, Oculus Rift)** Sep 2015-Apr 2016
 - Developed an editor, with data driven architecture helping in rapid prototyping, testing and level design.
 - Designed a sound tool for the game using FMOD.
 - Integrated LUA scripting in engine, allowed small changes frequently without recompiling code base.
- **Physically Based Simulation(C++)** Nov 2015-Apr 2016
 - Simulated a spring damper for 64 objects, connected horizontally, vertically and diagonally.
 - Implemented Collision detection using SAT, and used Sweep and prune for Broadphase
 - Cloth simulation with 100 mass points constrained with strain, stress & bending force and interacting with wind.
 - Programmed 6 integrators including Verlet and RK4.
- **Producer/Engine Programmer: Snowball's Chance (C++)** Jan-Apr 2015
 - Architected a game engine in C++, following component based design pattern.
 - Responsible for making weekly status reports, milestone reports and organizing meetings.
 - Made a level editor using AntTweakBar, and XML Serialization for fast level iterations.
- **Gameplay Programmer: Space Runner(Android), Star Trail(iOS)** Jan-Mar 2014
 - Developed for leap motion controller, android and windows, using unity(C#).
 - Integrated Facebook API, allowing users to share their score online.

WORKSHOPS

- **Project Fun, Digipen Institute of Technology, Redmond, WA** Jun-Aug 2015
 - TA for Artificial Intelligence for games, Graphics Programming & 2D game programming
 - Improved the curriculum and framework (based on Java, C & OpenGL) for future workshops.
- **Oakridge International School, Hyderabad, India** Jun 2013
 - Delivered a 12 day game development workshop for high school students.
 - Instructed them about unity game engine (Using C#) and game design.

AWARDS

- Honourable mention, Microsoft Imagine cup, Games Category for Project Blueprint Challenge Mar 2014

ACADEMIC QUALIFICATIONS

- **MS in Computer Science**, Digipen Institute of Technology, Redmond WA Apr 2016
 - **Bachelors in Computer Science**, Backstage Pass School of Gaming, Hyderabad, India Apr 2014
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