ARUN ABRAHAM

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WORK HISTORY

FRIEND CANNON Studio, **Gameplay Programmer**
Rochester, NY - ongoing   **C#, Unity5, Cg/HSL**

Working on Indie game *Amirelia* (**www.amirelia.com**) currently in alpha.
- Key Contribution: Wrote a crucial **Cg/HSL** transparency shader that was critical to demonstrating one of the game's cornerstones, "Intimacy".
- Involved throughout in Design, Fundraising, Kickstarter, Publicizing, etc.
- *Amirelia* received Startup funding from RIT's MAGIC Center.
- *Amirelia* won "Excellence in co-operative gameplay" at RPI gamefest.

EA-MOBILE **Software Engineer in Porting**
Hyderabad,India- 2011 (6 months)   **C++, Cocos2d-x,** EAMobileTech Engine

Worked in porting, prototyping and bug fixing on EA's Android titles.
- Created custom **cocos2d** scene transition animations (reverse engineered from iOS parsers to make consistent Android counterparts).
- Patched post-release UI issues for *SHS* on Android.
- Pre-release bug testing and fixing on *DeadSpace* (Android, Korean).

MARSHALL PETCO, **Contract Gameplay Programmer**
Rochester, NY - 2014-15   **C#, Unity4-2d**

Made an Android game, Fast Ferrets, as part of Marshall's marketing strategy
- Involved through the processes of ideation, pitching to publisher (Marshall), prototyping, and designing gameplay.
- Wrote frameworks for most gameplay elements including Platformer mechanics, Audio, & AI behaviour.

SHIPPED TITLES

Fast Ferrets Beta (Android)
Surviving High School (EA)
DeadSpace (EA, Android Korean)
Fantasy Safari (EA, iOS)

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SKILLS

Proficiency: C, C++, C#, Visual Studio 2012&13, Unity 4 & 5

Prior Experience: Java, Cg/HSL,Unreal-4 blueprints, OpenGL, GLUT, directX-11, Cocos2d-x, SourceTree (git), Perforce, Maya, Blender

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EDUCATION

Rochester Institute of Tech., NY
MS in Game Design & Dev, 2015
Vellore Institute of Tech., India
B.Tech in I.T., 2010

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SELECT PROJECTS

Lord of The Karts (using **Unreal4 blueprints**)
A four player kart race that takes place in an LotR setting (Mordor)
- Made a bridge of floating rocks that constructs itself when a player approaches it.

Fractal Tree generator (using **C++** & **CINDER**)
A fractal tree simulation using CINDER (Creative coding library for generative / algorithmic art)
- Improved performance (75% fewer read cycles) using SSE, B-trees & C++ intrinsics as part of studying SIMD.

Next Track (using **Unity4**, **C#**)
A 52 hour GameJam game made during TrainJam 2015 (en route GDC 2015)
- Made a procedural curve generator that would create curved paths for players to follow.