

# ASHISH KUMAR TOSH

## CONTACT

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## SKILLS

- C++
- C#
- Unity 3D
- DirectX 11, HLSL
- OpenGL
- Metal
- Vulkan
- XNA
- DirectX 9

## PROFESSIONAL SUMMARY

To create great experiences for all types of gamers by leveraging my ability to work in competitive environment with skill and passion, along with my development experience.

## WORK HISTORY

**Software Engineer, 05/2015 to Current**  
**Electronic Arts India Pvt Ltd - Hyderabad**

- Working on Live Service for "Bejeweled Blitz" for mobile platform.
- Working on Live Service for PvZ1 and PvZ2.
- Currently working on an unreleased title since last 8 months.

**Software Engineer 1, 07/2011 to 05/2015**  
**Griptonite Games India, GLU Mobiles – India**

- Joined Foundation9 Entertainment in July 2011 which was taken over by Griptonite Games, Kirkland in Feb 2013.
- Worked on 4 iOS games (Deer Hunter Reloaded, Deer Hunter Zombies, Hercules, Terminator Genisys) out of which 3 games were released World Wide and one was released in Canada.
- I had developed Mission System, In-Game Challenges and Achievement System, Plugin integration and extension for GameCenter, Facebook and Twitter.
- I had also developed complete UI for all Games.
- Also worked on shaders to create X-Ray and Night Vision, foliage movement due to wind in DeerHunterReloaded.

**Game Programmer, 06/2008 to 07/2011**  
**Nexxoft Infotel Ltd, Bangalore**

- Joined Raptor Entertainment, Bangalore in June 2008 which was taken over by Nexxoft Infotel Ltd, Bangalore in April 2009.
- Worked on an in-house game named as "Black Marsh".
- This game was cancelled due to a business decision.
- I had developed Rendering and Lighting System of this game.
- Worked on an augmented reality project for Chevrolet Beat.
- I had developed Rendering and Lighting System.
- Worked on a 3D Simulation project of Hotel Security System.
- I had implemented Path Finding Algorithm for AI, UI, CCTV module to get footage from camera within a time range.
- Worked on a military simulation project named as "Terrain Plugin Module".
- It was developed for BEL (Bharat Electronics Limited), Bangalore.
- I had developed particle system, vegetation system and UI.

## EDUCATION

**Bachelor of Engineering Technology : Computer Science And Programming, 2005**  
**G.H.I.T.M, ORISSA - ORISSA,INDIA**

**Post Graduate Diploma : Game Development, 2008**  
**ICAT, Chennai - CHENNAI,INDIA**

## ACCOMPLISHMENTS

- Created rendering engines in XNA and DirecX11.
- Created small projects in AI using Neural Network, Back-Propagation and Genetic algorithm.
- Working on a small mobile engine in which Editor is built in OpenGL, iOS platform supports Metal/OpenGL-ES3.0, Android platform supports Vulkan/OpenGL-ES3.0.
- Working on a small project to implement Block-Chain technology in securing game related data.

## WORK SAMPLES

- [Deferred shading in DirectX 9](#)
- [Point light shadow using cube map.](#)
- [Water shader using Reflection and Refraction map and Fresnel term](#)
- [HDR Lighting and Cascaded Shadow Map](#)
- [Lens flare effect](#)
- [God rays/Light shafts](#)
- [SSAO](#)
- [Demo game for Chevrolet using Deferred shading and AR](#)
- [Geometry Shader, Hardware Instancing along with Deferred Shading in DirectX11.](#)
- [Global Illumination using Light Propagation Volume](#)
- [Terrain using Tessellation, Hull and Domain Shader](#)
- [Animated Sprite in my 2D Engine](#)
- [Transformation animation using Animator](#)
- [Simple Particle System 2D](#)
- [Flocking Simulation](#)
- [Quad tree and Collision detection in 2D](#)
- [Sample State Machine in my Engine](#)
- [Ray Casting, SDF and Ray tracing in Unity](#)
- [Genetic Algorithm, Back Propagation and Neural network](#)