Ashwin Krishnadas

Software Developer - Video Games

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PROFILE

I have completed a Video Game Programming diploma and also have around 3 years of experience in the IT industry back in India. I'm dependable, focused, honest, can adapt easily to changes, communicates well and works very well with a team. The values that I give most importance to both in life and in a professional capacity are work / life balance, personal development and social engagement.

SKILLS

IDE / Development Tools:

- Unity
- Visual Studio
- Eclipse
- Netbeans
- Android Studio

Operating Systems :

- Windows
- Linux

Version Control :

- GIT
- SVN

Databases :

- MS Sql
- Postgre
- MySql

Programming Languages :

- C#
- C++
- Java
- JSON
- XML
- HTML5
- Shell
- Batch
- Perl
- Python

Project Management :

- Jira
- Assembla

LANGUAGES

English, Malayalam

INTERESTS

Gaming, Puzzles, Coding, Technology, Science, Space, Reading Books

OTHER KEYWORDS

Singletons, Lazy Initialization, Events, Delegates, Batching, Caching, Top Down Manager Architecture, MVC Architecture, Coroutines, State Machine AI, Genetic Algorithm AI, Hashsets, Dictionary, Lambda, Generics, Anonymous Functions, Factory and Object Pool, GUILayout, EditorGUILayout, Java, GUILayoutUtility, GUI, WPF, XAML, Code Optimizations, Interfaces, CodeDOM code generation, SQL, Shader Graphs, Game Audio, Python

EDUCATION

Video Game Programming *(AEC)* — JAN 2019 - Ongoing
Institut supérieur d'Informatique, Montreal, QC

Bachelor of Engineering *(Electrical & Electronics)* — JUN 2011 - JUL 2015
New Horizon College of Engineering, Bangalore, India

PROJECTS

Networked mobile game — *Unity, C#, Multiplayer*

Project Nebula is a 2 player co-op mobile game which can be played over the local WiFi network. It was a team project built in **Unity**. I worked on designing the **architecture** for the game, the **touch** and **gyroscope** controls, a **scalable damage system** and also used **Forge Networking**, which is an open source **networking** plugin which can be used with Unity. Created custom shaders using **Shader**

Graphs. Workflow followed **AGILE SCRUM** methodology and used **JIRA** to keep track of tasks and **GITHub** to maintain the project repository.
https://github.com/sam9724/ProjectNebula

VR game — *Unity, C#, Oculus API*

Built a shoot and slash game on Unity using the Facebook **Oculus VR API**. It was a team project. I designed the **architecture** and worked on the **player controls** which required research of the Oculus API and a basic understanding of how the **motion tracking** of the VR headset and hand controllers work. Workflow followed **AGILE SCRUM** methodology and used **JIRA** to keep track of tasks and **GITHub** to maintain the project repository.
https://github.com/mattstg/VRISIEN/tree/MATER_KAY2

Space Invaders — *C++, command line*

Built a Space Invaders game using **C++**. It was a 2D game. Made the entire game UI on the command line, had various colors, different types of enemies, attacks, score tracking system and win or lose state. Used **inheritance** for Enemies and attacks.

Character stat balancing & folder creation tool — *Unity, C#, Editor Scripting*

Built a tool for unity to balance the stats of various characters from the scene view. It is a handy and **scalable** tool which can display various stats of multiple types of characters at the same time and also lets us change each value directly from the scene view by clicking on the **GUI** elements which displays them. It makes use of **inheritance**, and **reflection** of fields of a common parent class. So that any new fields that we add, automatically get displayed with no extra effort. Another subfeature of the tool is the ability to create custom folder structure in the project directory using a **scriptable wizard**.

The Un-repairable tower — *Global Game Jam 2020, Montreal*
https://globalgamejam.org/2020/games/un-repairable-tower-2

EXPERIENCES (OUTSIDE CANADA)

Software Engineer (Full Time)— OCT 2015 - JUN 2018
Zerone Consulting Private Limited, Kochi, India

IDS Xchange Services — *http://invoicedeliveryservices.com/*

Building and maintaining client specific integration solutions for Accounts Payable systems of Hospitals and their vendors. Used **Java** (**spring boot**), and **web services** to work on backend solutions. Workflow followed **AGILE SCRUM** methodology and used Assembla to keep track of tasks, bugs and also to host the **SVN** repository.

OTHER EXPERIENCES

Package Handler (Part Time) — AUG 2019 - Ongoing
FedEx Ground, Dorval, QC

References available upon request.