Abhishek Aryan

Software Engineer

I am a programmer with the ability to quickly pick up and use new languages, tools and software applications. I am dedicated towards individual and team growth with a passion for video games and App. I am patient and creative problem-solver who is known for organizational skills, commitment to excellence and track record of delivering work ahead of schedule.

See portfolio at:

https://itsabhiaryan.wordpress.com

Education

Degree	Institute	Board/University	Marks (%)	Year
B.Tech (CSE)	B.H.S.B.I.E.T. Sangrur	PTU	76.3	10-14
Sr. Sec. Exam	A.N College Patna	B.I.E.B	60.2	08-10
Sec. Exam	D.D.H.S. Patna	B.S.E.B	78.2	08

Summary

- Currently working as a **Senior Game Engineer (Team Lead).**

- Strong hand on **Android Native Canvas Game Development** with **Java.**

- Strong knowledge on **LibGdx** (Cross Platform Game Development).

- Good hand on **Vis Editor** and **Overlap2D** for **LibGdx**.

- Strong knowledge of **ECS** (Artemis-odb).

- Knowledge of social network integration like **Facebook, twitter** and **Google** with game.

- Experience on **Google Cloud Messaging** and **Firebase**.

- Strong knowledge of external tool like **TexturePacker, Tiled Map Editor, Particle Editor, Body Editor, Spine, Spriter** and **Universal Tween Engine**.

- Strong 2D math skills, practical knowledge of vectors and vector operations, matrices and matrix transformations, and the various different representations of rotations (Euler, angle-axis, quaternion).

- Strong knowledge of Math's and Physics as it applies to game.

- Good knowledge of LibGdx external library like **Box2d, Gdx-AI, Box2dLight, FreeType, Ashley** and corresponding libraries with experience of development for several platforms.

- Knowledge of different repository like Maven and Bintray JCenter, project deployment process on repo using maven or gradle.

- Good team player and also able to work independently and efficiently when required.

- Have great interest in writing code, and learning new technologies and tools.

Responsibility

- Responsible to take stand up and scrum of the team.
- Responsible to deal with clients.
- Responsible to estimate projects such as time and cost estimation.
- Responsible to create story points and sprint planning.
- Responsible to lead and guide team in right direction.

Relevant Experience
Framework - **Android Native API**

1. **Space Blocks**
   https://apkpure.com/space-blocks/tg.spaceblocks
   Technologies used : Java, Android Native API

2. **Ice Monster**
   https://apkpure.com/ice-monster/tg.icemonster
   Technologies used : Java, Android Native API, Google leaderboard API.

3. **Blocks Mystery**
   http://www.mobogenie.com/download-blocks-mystery-4356648.html
   Technologies : Java, Android Native API, Gson ,Google leaderboard API for score.

4. **Haunted House**
   https://apkpure.com/haunted-house/tg.hauntedhouse
   Technologies : Java, Android Native API, Google leaderboard API

5. **Frenzy Candy**
   https://apkpure.com/frenzy-candy/tg.frenzycandy
   Technologies : Java, Android Native API, Google leaderboard API, Facebook login integration.

6. **Fruit Blast Match 3 Game**
   https://apkpure.com/fruit-blast-match-3-game/tg.threematchfruitblast
   Technologies : Java, Android Native API, Google leaderboard API, Facebook login integration.

7. **Diamond Match Journey**
   https://play.google.com/store/apps/details?id=com.mga.diamondmatchjourney
   Technologies : Java, Android Native API, Google leaderboard API.

8. **Magical Match Story**
   https://apkpure.com/magical-match-story/tg.magicalmatchstory
   Technologies : Java, Android Native API

9. **Fruit Splash Journey**
   https://apkpure.com/fruit-splash-journey/tg.fruitsplashjourney
   Technologies : Java, Android Native API

Framework - **LibGdx**

10. **Penguin Run And Jump**
    https://apkpure.com/penguin-run-and-jump/tg.penguinrunandjump
    Technologies : Java, Android, LibGdx, TiledMap, TexturePacker,Google leaderboard API

11. **PI**
    https://apkpure.com/pi/tg.dotcircularpi
    Technologies : Java, Android, LibGdx

12. **Some Logic**
    https://apkpure.com/some-logic/tg.somelogic
    Technologies : Java, Android, LibGdx, Particle Editor

13. **Farm Harvest Legend**
    https://apkpure.com/farm-harvest-legend/tg.farmfruitvillage
    Technologies : Java, Android ,LibGdx, Scene2d, Particle Editor, TexturePacker

14. **Motu Patlu Fun Run**
    https://play.google.com/store/apps/details?id=gamecell.motupatlufunrun
    Technologies : Java, Android, LibGdx, TiledMap, TexturePacker

15. **Space Invader's UFO**
    https://apkpure.com/space-invader-ufo-s/tg.spaceinvadersalienwar
    Technologies : Java, Android, LibGdx, gdx-ai for steering behaviors, Artemis-odb, Particle Editor, Vis Editor, Vis Runtime, TexturePacker

16. Geometry Escape

https://apkpure.com/geometry-escape/com.arcadegamesstudio.geometryescape

   Technologies : Java, Android, LibGdx, Box2d, Artemis-odb, Vis Editor, Vis Runtime, VisUI, Particle Editor, TexturePacker, gdx facebook, Google leaderboard API

17. Tick Tock Timer

https://apkpure.com/tick-tock-timer/com.arcadegamesstudio.ticktocktimer

   Technologies : Java, Android, LibGdx, Ashley, overlap2d runtime, overlap2d Editor ,Particle Editor, Google leaderboard API, FreeType Font .

18. Fusion

https://apkpure.com/fusion/com.arcadegamesstudio.fusion

   Technologies : Java, Android, LibGdx, Ashley, overlap2d runtime, overlap2d Editor, TexturePacker, Scene2d, Free Type Font

19. Bubble Shooter

https://play.google.com/store/apps/details?id=com.classygame.bubbleshooter

   Technologies : Java, Android, LibGdx, Box2d, scene2d, Texture Packer.

Open Source Contribution

Hosting and Contribution to many open source projects related to libGDX and other open source framework on GitHub.

Technical Skills

Languages:	Java, C# Script, C++.
Game Framework	LibGdx, Unity 3D Game Engine and Cocos2d-x.
IDE	Intellij IDEA, Eclipse, Android Studio.
Tools	Particle Editor, Texture Packer.
Extensive Knowledge	Data Structure & Software Engineering.

Personal Detail

Date of Birth:	Aug 10, 1993
Father's Name:	Manoj Kumar
Nationality:	Indian
Languages Known:	Hindi, English
Interest:	Programming code, Learning new technologies and tools, Solving puzzles

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