

Abhishek Aryan

Game Developer

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Brief profile

Game programmer specialised in cross platform, performance critical logical applications.

Skills

- Proficiency in **Java**, experience with C++, C# and **Kotlin**.
- Strong hand on Android Native Canvas Game Development with Java.
- Knowledge of different repository like Maven and Bintray JCenter, project deployment process on repo using maven or gradle.
- Cross platform development: Linux, Windows, Mac, Android.
- Game engine experience: LibGdx, Cocos2d-x, Unity, Godot, and others.
- Good knowledge of LibGdx external library like **Box2d**, **Gdx-AI**, **Box2dLight**, **FreeType**, **Ashley**, **TexturePacker**, **Tiled Map Editor**, **Particle Editor**, **Body Editor**, **Spine**, **Spriter**, **Universal Tween Engine** and other corresponding libraries with experience of development for several platforms.
- Strong knowledge of **ECS** (Artemis-odb) with good hand on **Vis Editor** and **Overlap2D** for **LibGdx**.
- Knowledge of **Fabric**, **Flurry**, **Firebase** for analytics, crash and messaging.
- Capacity to write clean, readable, scalable, and efficient code.
- Ease to understand, debug and profile large code bases.
- Experience coordinating cross discipline teams to deliver goals on time.
- Good team player and also able to work independently and efficiently when required.

Work experience

Marksharks

Android Developer

Oct 2017 – Present

- Java and Kotlin code for the e-learning application.
- Development of Interactive interaction Screen using LibGDX.
- Content Integration with the Marksharks mobile application.
- Improvement of already developed code base and bug fixing.

Conquerors India

Game Developer

July 2014 – Sep 2017

- Java and Kotlin language with LibGDX framework for game development.
- Android API for platform specific code.
- C++ with Cocos2d-x for game development.
- Technical interviewing for junior levels.

Education

Punjab Technical University

B.tech in Computing Science, first division 2010 – 2014

- Founder and former President of the Games Development Society.

Projects

1. Space Blocks - Aug 2014

Link: <https://apkpure.com/space-blocks/tg.spaceblocks>

Technology : Java, Android Native API

2. Ice Monster -

Link: <https://apkpure.com/ice-monster/tg.icemonster>

Technology : Java, Android Native API, Google leaderboard API.

3. Blocks Mystery

Link : <http://www.mobogenie.com/download-blocks-mystery-4356648.html>

Technologies : Java, Android Native API, Gson ,Google leaderboard API for score.

4. Haunted House

Link : <https://apkpure.com/haunted-house/tg.hauntedhouse>

Technologies : Java, Android Native API, Google leaderboard API

5. Frenzy Candy

Link : <https://apkpure.com/frenzy-candy/tg.frenzycandy>

Technologies : Java, Android Native API, Google leaderboard API

6. Fruit Blast Match 3 Game

Link : <https://apkpure.com/fruit-blast-match-3-game/tg.threematchfruitblast>

Technologies : Java, Android Native API, Google leaderboard API

7. Diamond Match Journey

Link : <https://apkpure.com/diamond-match-journey/com.mga.diamondmatchjourney>

Technologies : Java, Android Native API, Google leaderboard API.

8. Magical Match Story

Link : <https://apkpure.com/magical-match-story/tg.magicalmatchstory>

Technologies : Java, Android Native API

9. Fruit Splash Journey

Link : <https://apkpure.com/fruit-splash-journey/tg.fruitsplashjourney>

Technologies : Java, Android Native API

10. Penguin Run And Jump

Link : <https://apkpure.com/penguin-run-and-jump/tg.penguinrunandjump>

Technologies : Java, Android, LibGdx, TiledMap, TexturePacker,Google leaderboard API

11. PI

Link : <https://apkpure.com/pi/tg.dotcircularpi>

Technologies : Java, Android, LibGdx

12. Some Logic

Link : <https://apkpure.com/some-logic/tg.somelogic>

Technologies : Java, Android, LibGdx, Particle Editor

13. Farm Harvest Legend

Link : <https://apkpure.com/farm-harvest-legend/tg.farmfruitvillage>

Technologies : Java, Android, LibGdx, Scene2d, Particle Editor, TexturePacker

14. Motu Patlu Fun Run

Link : <https://apkpure.com/motu-patlu-fun-run/gamecell.motupatlufunrun>

Technologies : Java, Android, LibGdx, TiledMap, TexturePacker

15. Space Invaders UFO

Link : <https://apkpure.com/space-invader-ufo-s/tg.spaceinvadersalienwar>

Technologies : Java, Android, LibGdx,.gdx-ai for steering behaviors, Artemis-odb, Particle Editor, VISEditor, VisRuntime, TexturePacker

16. Geometry Escape

Link : <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

Link : <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

Link : <https://apkpure.com/fusion/com.arcadegamesstudio.fusion>

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

19. Bubble Shooter

Link : <https://apkpure.com/bubble-shooter-pop-party/com.classygame.bubbleshooter>

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

20. Bubble Shooter : Rescue Pet

Link : <https://apkpure.com/bubble-shooter-rescue-pet/com.classygame.bubbleshooter.rescue.pet>

Technologies : Java, Android, LibGdx, scene2d, TexturePacker, Particle Editor.

Open Source Contribution

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

Forums/Blogs/Miscellaneous others

Yes one [blog](#) but actively participating on Stackoverflow in free time.

My stack profile link -<https://stackoverflow.com/users/3445320/aryan>

Additional information can be found on my personal site itsabhiaryan.github.io.

The source of some of my projects and other contributions are accessible from my GitHub profile github.com/itsabhiaryan.