

# 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.github.io>

## 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

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

### Personal Detail

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

**Email Id** [itsabhiaryan@gmail.com](mailto:itsabhiaryan@gmail.com)  
**LinkedIn Profile Name** Abhishek Aryan  
**Contact No.** +91-8427440232  
**Address** 106/9, Hukumchand Apartment, Kishangarh,  
Vasant Kunj, New Delhi – 110070  
(INDIA)

**Place:** Delhi (INDIA)

Abhishek Aryan