

HIMANSHU MITTAL

An enthusiastic and motivated programmer who eagerly works on gameplay features and have a keen interest in 'Game Feel'.

himanshu-mittal@live.com | +91 - 8750523323
www.linkedin.com/in/mittalhimanshu
https://bitbucket.org/himan_mit
<http://hmittal.com/>

Professional Experience

Sumo Video Games - Pune, India (Dec 2017 - Present)

Game Programmer

Pass The Punch (to be released in late 2019)

- Created a reusable library to handle multi platform features like Input handling, User management, save system, trophies, etc. for PS4, Xbox One, Nintendo Switch, Steam.
- Worked on gameplay features.
- Coded a dynamic localisation system.

Team Sonic Racing (2019)

- Coded various in-game power ups
- Worked on input system for PC to handle multiple controllers along with keyboard.

Crackdown 3 (2019)

- Worked on UI features and polish.

Human Fall Flat (Multiplayer update released in 2018)

- Implemented multiplayer UI features along with User Management and Input Handling on Xbox One, PS4 and Nintendo Switch. Also added voice chat on PS4.

V2 Games - New Delhi, India (June 2016 - Dec 2017)

Game Programmer

Beast Brawlers (2018)

- Worked on certain player abilities along with some UI implementation.
- Coded various gameplay features and created a localization system.
- Responsible for addition of technical art that also included programming complete UI with various animations and particle effects.
- Added various SDKs inclusive of Google Play Services, Facebook, Analytics, IAP and Advertisement.
- Responsible for technical art implementation that also included creation of various UI animations and particle effects.
- Optimised UI pipeline and other code systems to bring fps from ~20 to 45-60 on low end android devices

Developed Client Side framework for in-house backend server.

Infogain India Pvt. Ltd. - Noida, India (Oct 2014 - June 2016)

Software Engineer

- Created a C# utility to run multiple automated tests on multiple remote environments.
- Created powershell scripts to deploy products on remote servers.

Personal Projects

Agent Shadow | 2D Top down Shooter
Masters of Havoc | 3D Tower Defense Prototype
Ohrbit | 3D Casual Game
COCLike | 3D Base Editor Prototype
Infinity Jumper | 2D Infinite Jumper

Technical Skills	Programming	C++, C#, Javascript, Unreal blueprints
	Gameplay	Realization of gameplay system and logic in both C++ and C#, including player control, camera movement, enemy AI and User Interface. Multiplayer application in both Unity and Unreal.
	Game engines and libraries	Unity, Unreal Engine 4, Familiarity with Cocos2d-x. Experience working with Xbox One, PS4 and Nintendo Switch development libraries.
	Other	Visual Studio, TFS, GIT, Perforce, Adobe Photoshop, Blender, HTML and MySQL
Education	University School of Information and Communication Technology, GGSIPU (2010 - 2014) Bachelor of Technology in Information Technology	
Hobbies	Making sketches, watching anime, watching game design videos from GameMaker's Toolkit	
Favorite Games	Witcher 3, Horizon zero dawn, Mirror's Edge, DOTA 2, Age of Empires, God of War, Skyrim, Stardew valley, Mark of the Ninja, Dark Souls 3, Devil May Cry, Assassin's Creed 2	