Preyanshu Kumar

Linkedin Account:
ca.linkedin.com/in/PreyanshuKumar
Phone:
(780)-604-7107 (cell)
(780)-463-2049 (home)
preyansh@ualberta.ca
Related Website:
http://revelatorstudios.wixsite.com/loreofthearchonsgame

EDUCATION

University of Alberta   September 2013 - April 2018
- Bachelor of Science
- Completed Third Year Computing Science — April 2016
- In process of completing Certificate in Computer Game Development

SKILLS

- **Programming Languages: Python, C, C++, Java, SQL, CSS, PHP, HTML**
- **Game Engine: Unity, Frosted (Frostbite)**
- **Software & Technology: Adobe Photoshop and Illustrator, Git Version Control, Sony Vegas Pro 13, iMovie**
- **Testing Software: Biometrics and Devsuite**

WORK EXPERIENCE

Edmonton,Alberta

Web Developer & Summer Student   May 2016 - Present, May.2014 - August 2014
Department of Oncology, University of Alberta
- http://hypoxiacanada.org/
- Actively created a professional website, developed the contents and managed it for Kumar Hypoxia Research Group of 20+ researchers for their projects, knowledge translation, admin and uploading of content, which included:
  - Research publications
  - Reports
  - Bios
  - News updates
  - Educational resources
  - International research collaboration
- Helped to increase communication, interaction and connectivity with online notebooks, inventory software, forums and sharing software

Contract QA Tester   June - August 2015
Bioware Edmonton
- Tested current and future singleplayer content
- Worked on combat, lighting, gameplay and overall ad-hoc testing of content
- Wrote and regressed bugs in Biometrics and DevSuite
- Communicated effectively with very large team groups of 40+ during daily meetings, standups, team chats as well as one to one exchanges with leads and other testers
- Learned about the game development process in much more elaborated and fine detail
- Analyzed environment spaces in Frosted game development tool

COMPLETED PROJECTS

QA Tester   June - August 2015
Dragon Age: Inquisition
- DLC - The Descent & Trespasser   June - July
  - Tested, filed and resolved entirely new singleplayer spaces and

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story content
- ○ Filed certain bugs that made significant differences and improvements to content
- ○ Worked with very large team (BWE and BWA studios collectively) effectively and efficiently

- **Patch 10**   July - August
  - ○ Tested all current singleplayer content for balance and bugs as well as new patch additions to combat and levels
  - ○ Filed and resolved problems that arose as a result of implementation

Lead Producer, Programmer, Level Designer   January - April 2015
Eternal Seek

- **Lead Producer**
  - ○ Directed weekly Team Design Meetings
  - ○ Communicated with TAs on a weekly basis for progress updates
  - ○ Created reports, presentations and design documents
  - ○ Kept team deadlines on track
- **Programmer**
  - ○ Helped to implement scripts and mechanics into the game
- **Level Designer**
  - ○ Made levels, trap sequences and events in game

VOLUNTEER EXPERIENCE

Volunteer Coordinator   October 2015 - Present
Walkthrough Entertainment

- GDX 2016
  - ○ Managed large team of over 60+ volunteers during event
  - ○ Made sure that volunteers knew their roles/duties to be able to run the event smoothly
  - ○ General help throughout proceedings
  - ○ Made sure presenters and panelists had materials needed and were cared for
- Managing of Volunteers at different events where Walkthrough Entertainment has a presence

Photography Lead   October 2014 - Present
University of Alberta

- University of Alberta High School Model United Nations
  - ○ Designated photographer for events, delegations and speakers
  - ○ Created presentations in different video editing tools
  - ○ General help throughout proceedings