

ASHIL SABU

Mobile : +44 7570307240

Email: ashilsabu7@gmail.com

LinkedIn : <https://www.linkedin.com/in/ashil-sabu-7a548b142/>

Portfolio : <https://sabu-jr.github.io/sabu-jr-sabujr.github.io/>

SUMMARY

MSc graduate in Games Development and Design with a strong passion for creating immersive gaming experiences. Proficient in Unity3D and Unreal Engine. Demonstrated expertise in advanced object-oriented programming, AI integration, and project management. Driven by a profound passion for games, I bring not only technical skills but also a genuine enthusiasm for the industry, ensuring a dedicated and motivated contribution to any gaming project. Eager to contribute creative skills and technical knowledge to a dynamic game development environment, leveraging academic excellence and hands-on experience to drive innovation and success.

TECHNICAL SKILLS

GAME ENGINES

- Unity
- Unreal Engine

PROGRAMMING

- C#
- C++
- Python

SCM

- Git
- Perforce

CI/CD

- Jenkins
- Azure Pipelines
- GitHub Actions

PROJECT MANAGEMENT

- Jira
- Trello

EDUCATION

MASTER OF SCIENCE - GAMES DEVELOPMENT AND DESIGN

SEP 2022 – NOV 2023

University of Lincoln – Lincoln, United Kingdom

Core Modules: Advanced Graphics (UE5), Prototype and Evaluation, Advanced Programming (C++), Game Design, VR/AR

Master Research: Comparison of 3 different advanced AI models for dynamic generation of NPC dialogues in Games

BACHELOR OF TECHNOLOGY – COMPUTER SCIENCE AND ENGINEERING

JUN 2015 – MAY 2019

APJ Abdul Kalam Technological University, India

RELEVANT EXPERIENCE

INFOSYS LIMITED

Senior Systems Engineer

JAN 2022 - JUL 2022

- Spearheaded 'Starbucks Workforce Management,' optimizing ARM templates and automating operational tasks.
- Led the migration to Terraform for enhanced deployment agility.

Systems Engineer

AUG 2020 - JAN 2022

- Reduced deployment times and increased system reliability through optimized DevOps pipelines.
- Orchestrated containerized applications using Docker and Kubernetes for scalability.

RELEVANT PROJECTS

Cherry Chase Game

Cherry Chase is a fun and addictive arcade-style game in which players control a jumping fox developed using Unity. It employs 5 game mechanics: jumping mechanic, scoring, endless runner style, increasing difficulty and minimalist interface. This game is published in Itch.io.

Flutter

Flutter is a virtual reality game that immerses players in the life of a monarch butterfly through VR experience. Flutter is developed in Unity3D using the XR interaction toolkit.

Choosing the Right Voice: Evaluating OpenAI, Convai, and Inworld AI for NPC Dialogue Generation

This dissertation project compares 3 cutting-edge AI frameworks: OpenAI's GPT model, Convai, and Inworld AI, in the context of procedurally creating NPC dialogues in games. This study takes key performance factors such as dialogue quality, contextual relevance, and real-time responsiveness (latency) into account for evaluation.

Drone Simulation

Drone Simulation is an Unreal Engine 5 scene that demonstrates a set of rendering techniques for a training simulator used for drone operator training on a high-end PC setup. This scene employs terrain created using Blender. The scene also has crowd and traffic system which is employed using UE5's Mass AI Crowd and Mass AI Traffic respectively.

WORKING RIGHTS

Post study work visa (Full working rights with no restrictions).

REFERENCES

Can be provided upon request.