

# SIDDHARTH SUDHARAKAN

## SOFTWARE ENGINEER

### PROFILE

I am a game programmer with 8+ years of experience with free-to-play mobile games looking forward to working on some innovative games.

- I am passionate about working on all aspects of game development from ideation to creating prototypes to deploying and updating content.
- Love to work in a fast-paced creative environment with a team of like-minded people.
- Experienced in breaking down the development of a system into a number of manageable tasks and **communicating effectively** with both technical and non-technical team members.

### PROFESSIONAL EXPERIENCE

#### Senior Software Engineer

Scopely (GSN Games), Bengaluru, India | Sep 2022 - Jun 2023

- Took ownership for the development of multiple mini-games, mega-events, and other engagement features for **Bingo Bash's** liveops team, this included ensuring the changes are well documented, reviewed and maintained.
- Worked closely with game designers and tech artists to create multiple proofs of concept for design requirements to give early information regarding feasibility and scoping, this eventually helped boosting productivity for the team.
- Helped mentor interns and helped them navigate into the game's codebase. Reviewed their code and helped them optimize their work and workflow.

#### Software Engineer

GSN Games, Bengaluru, India | Sep 2018 - Apr 2022

- Worked on animation pathing tool to enable tech artists to create curved pathing using **Bézier curves** in AS3.
- Contributed towards the technical design and development for core elements of engagement features in **Bingo Bash** using **Unity & C#**.
- Supported development for the transition of tech from **Flash to Unity** and switching to a single code base from multiple platform-specific code and UI.

#### Game Developer

RubySeven Studios, Kochi, India | Jun 2015 - Sep 2018

- Worked on various phases of development for 4 social casino titles, ranging from prototyping to post-release content updates.
- Helped create a standardized slot engine architecture to streamline slot machine development when project was being migrated from **AS3 to javascript** and **C++**.
- Worked as a content developer for multiple casino game content such and Bingo, Video Poker, Blackjack, and several online slot games.
- Created RTP simulation tools for online slot machines and helped designers balance data.
- Created and maintained documentation of code and tools created.

### NOTABLE PROJECTS

#### BossLabs

Unreal Engine, C++, Blueprints - ( Ongoing )

- Was responsible for overseeing the core technical decisions regarding the project. Contributed to creating a player module with multiple abilities and architecting a melee combat system giving a hack and slash feel.

#### 3D Platformer Prototype

Unity - C#

- Worked on a 3D platformer game prototype, that blended mechanics from drawing some inspiration from Sonic and Mario games.
- Architected the player controller, and communicated the technical parts of the project with team members and client.

### CONTACT

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### TOP SKILLS

Technical Design  
Gameplay Programming  
Agile Development  
Tool Development  
Rapid Prototyping  
Technical Documentation  
Object Oriented Programing  
Software Architecture  
Design Patterns  
Optimizations  
Code Standardization

### GAME CREATION TOOLS

Unity  
Unreal  
Cocos2dx  
Cocos.js

### SCRIPTING LANGUAGES

C#  
C++  
Javascript  
ActionScript 3

### PRODUCTIVITY TOOLS

Rider  
Webstorm  
Visual Studio Code  
Git  
SVN  
Jenkins  
JIRA  
Bitbucket  
Mantis BT

### EDUCATIONAL HISTORY

**Simon Fraser University, B.C, Canada**  
Masters in Digital Media  
Sept 2023 - Dec 2024

**Mahatma Gandhi University, Kerala, India**  
Bachelor of Technology in  
Computer Science & Engineering  
Sept 2011 - Mar 2015