Aditya Tiwari

Gameplay Engineer

Games are as essential as oxygen to me

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WORK EXPERIENCE

Associate Software Developer
Smriti Netcom Pvt. Ltd.

01/2016 - 02/2018   *Bhopal,India*

Achievements/Tasks

- Created hotel administration framework for local lodging chain utilizing C#, MySQL, and Visual Studios, driving to a 30% increment in client accusation online, Diminished the client dropout rate by 15%, and hikes in client retention rate by 35%.
- Involved in development of event tracker application for sports institute, provided support to Lead designer by designing sign up forms, database, and user interface.
- Created design documents and implemented the pipeline pattern for different projects which diminished the development time by 20 hours.
- Executed testing techniques that incorporate unit testing, functional testing, usability testing, etc maintaining product quality and robustness which diminished software crashes by 15%.
- Debugged and fixed an issue using OzCode with other developers for an issue reported by a customer.

EDUCATION

Masters in Computer Engineering
California State University- Northridge

08/2018 - 05/2021   *Northridge, California 91324*

Courses

- Fashioned C# console application implementing image warping algorithms as multimedia class project
- Developed a platform and shape-building application in Unity for a graphics programming class

Bachelors in Electronics and Communication
Sagar Institute of Research and Technology

06/2011 - 07/2011   *Bhopal,India*

Courses

- Developed pinball game in C++ as a class project.

SKILLS

Unity   Adobe Photoshop

Python Programming   Game Programming

C# Programming   Game Developmen

Web Design   Android Development

Web Development

PERSONAL PROJECTS

Top-Down 2D Shooter
- Created a 2-D shooter game with intuitive gameplay mechanics using Unity and C#
- Implemented player controller, enemy spawner, weapon controller, enemy AI, and map generation
- Designed Game's user interface and created original music using sonic-pi software

2D RPG Game
- Implemented a scoring system, heallth and regeneration system. Along with custom sprite animation
- Setup player movement and controller. And developed background using adobe photoshop

LANGUAGES

C#
Full Professional Proficiency

C++
Elementary Proficiency

Python
Professional Working Proficiency

HTML/CSS
Full Professional Proficiency

DEVELOPMENT ENVIRONMENTS

VS Code   Visual Studios   IDLE

Android Studios