NIKHIL N SURESH   Game Developer, Designer

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All-rounder programmer in Unity since 2011. C#, C++, and Javascript knowledge.
Knowledge of 2D/3D rendering pipline, physics, shaders, gameplay, UI, and version control
Passionate about team building, knowledge sharing, mentoring, and process
Multiple self-published games with 2 million+ downloads total

Senior Software Engineer, *Space Ape Games* (2018 – present)

Client-side Unity game developer working on gameplay features for Android and iOS. Part-ownership of game design as well as production cycles and milestones.

Prototyping and development of 3 unannounced games in different genres
- Action shooter, Arcade sports, Casual management
- Lead developer on all titles, taking them from pitch deck to verifiable public alphas
- Ran D1/3/7 retention tests while coordinating with User Acquisition and Marketing team to test viability
- Assisted with product ownership and management of gameplay and design goals

Treasure Tails (soft-launched and subsequently sunsetted; iOS, Android)
- Ball bouncing, peggle-style gameplay prototyping
- Added modifiers and other goals to increase replayability of the pegboard

Transformers: Earth Wars (iOS, Android)
- Helped transition team into a lean, live-ops mode
- Optimisations: shaders, graphics perf, app size, asset-bundle tech
- Prototyping and implementing new game modes

Self-Published Games (2011 – present)

Produced code, art, and design on all self-published projects

Super Cricket All Stars (2020-2022) (Android, soft-launched then killed)
- Soft-launched a live service game based on the previous Cricket gameplay
- Built and maintained services using a mixture of Azure PlayFab, Google Firebase, and other backends
- Slowly built a small playerbase with Daily User Retention stats increasing from 15% to 30% over 3 months
- Created art, design, animations and code for the whole game
- Killed the game as it was not meet KPI requirements

SUPER CRICKET 2 (2015-present) (iOS, Android)
- Designed a fast-paced, stripped-down version of cricket for mobile with almost 2 million downloads
- Maintained a strong userbase of 30,000 Daily Active Users through continuous updates over 2 years
- Started building a larger economy system with virtual currencies and sources/sinks in order to drive better long-term interaction

BLASTR (PC)
- Designed a linear third-person character adventure with multiple levels and interactions
- Built a physics-based weapons system that would interact with enemies by pushing or pulling them with magnetic forces
- Developed a bespoke spoken-dialogue engine and music cue system

Air Racing (Android)

CARGO: Locked and Loaded (PC)

DownForce (Android)

Bouncy and the Apple (HTML5)

Game Developer, *SMG Studio* (*2015 – 2018*)

All-round game developer working across gameplay, UI, physics, plugins, version control, and team communications

Fast and Furious: Takedown (iOS, Android)

- Programmed car suspension and driving physics; core gameplay mechanics
- Maintained vehicle shader and graphics quality system

ThumbDrift (iOS, Android, Apple TV)

- UI development; gameplay prototyping; performance optimisations
- Led design and implementation of Apple TV port

Death Squared (PS4, XBOX ONE, PC)

- UI development; achievements-tracking system for use across PSN/Xbox Live/Steam

Hasbro Risk (iOS, Android, Apple TV)

- Created achievements-tracking system across all platforms; implemented audio

One More Line: Steam Edition (Steam)

- Implemented bug-fixes and post-release content updates to Steam

One More Dash (Windows Phone, Windows 10)

- Sole developer charged with porting the game to Windows 10, Windows 8.1, and Windows Phone 8

Gameplay Programmer Intern, Blowfish Studios (2014)

Designed and programmed gameplay features in Unity on high-profile client projects

Skills

- C# and C++ programming
    - o Shipped products using Unity, XNA, OpenFrameworks
    - o Built prototypes in Unreal Engine and HTML5
- Keen understanding of game art pipelines
    - o Proficient in Photoshop, Blender, Inkscape
    - o Modelled, mapped, textured, and rigged 3D assets for personal projects
- Proficient in HTML, CSS and JavaScript
    - o Produced web development contract work
- Highly-skilled in version-control with Git

Achievements

- Microsoft Appreneur (2013 – DownForce, Air Racing)
- Mozilla Developer Derby (2011 – Bouncy and the Apple)
- iFEST Sydney Independent Games Festival winner (2011 – blastr)

Education

- Bachelor of Software Engineering, University of New South Wales (2011-2015)
- Leadership training: *Dentsu Aegis Network®* Emerging Leadership Group (2016-2017)

Milestones

- 2 million+ downloads for SUPER CRICKET series across iOS, Android and BlackBerry
- Showcased BLASTR at PAX Australia 2014 in a Microsoft booth
- Featured in GameInformer magazine on an article about student developers
- Wrote tutorial articles on 2D/3D game development with HTML5 using WebGL and Canvas