

Game Developer, Designer

All-rounder programmer with experience in C#, C++, and Javascript
Knowledge of 2D/3D rendering pipeline, physics, shaders, gameplay, UI, and version control
Multiple self-published games with 2 million+ downloads

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

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

Unannounced Universal Studios project (iOS, Android)

- Programmed car suspension and driving physics
- Core gameplay and mechanics prototyping
- Maintenance of vehicle shader and graphics quality system
- Menu UI, HUD implementation and development

ThumbDrift (iOS, Android, Apple TV)

- Worked with lead programmer to design and implement game architecture
- Implemented menu screens and in-game-HUD layouts
- Led the design and implementation of new features specific to the Apple TV platform
- Visual-quality system to control FX for different mobile devices
- Vertex/Fragment shader optimization for mobile devices
- Mobile plugins implementation

Death Squared (PS4, XBOX ONE, PC)

- Assisted in programming bespoke quad-based UI system to supplement Unity native UI
- Implemented menu screen designs through code
- Created achievements-tracking system for use across PSN/Xbox Live/Steam

Hasbro Risk (iOS, Android, Apple TV)

- Created achievements-tracking system for Android and iOS
- Implemented sound-effects and made improvements to the audio manager

One More Line: Steam Edition (Steam)

- Performed builds and submissions to Steam
- Implemented bug-fixes and post-release content updates
- Version control (GIT) management of branches across Android/iOS/Steam versions

One More Dash (Windows Phone, Windows 10)

- Sole developer charged with porting the game to Windows 10, Windows 8.1, and Windows Phone 8
- Implemented advertising frameworks, in-app-purchases, and sharing functions

Gameplay Programmer Intern, Blowfish Studios (2014)

I designed and programmed gameplay features in C# (Unity) on high-profile client projects

Gunscape (XBOX ONE, PC)

Scholastic's Tomb Quest (Web)

DeNA's Legends of Mora (iOS, Android)

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Self-Published Games (2011 – present)

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

SUPER CRICKET 2 (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)

Skills

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

Achievements

- Nokia+Microsoft LVLUP: Road to PAX (2014 – BLASTR, MECHFALL)
- Microsoft Appreneur (2013 – DownForce, Air Racing)
- Mozilla Developer Derby (2011 – Bouncy and the Apple)
- iFEST Sydney Independent Games Festival winner (2011 – blastr)
- Microsoft Certified Professional – Microsoft Certified Application Developer (.NET) – 2008

Education

- Bachelor of Software Engineering, University of New South Wales (2011-2015)
- Leadership training
 - *Dentsu Aegis Network*® Emerging Leadership Group (2016-2017)
 - Led a Microsoft Imagine Cup team entry (2013 Oceania regionals)

Milestones

- 1.8 million+ downloads for SUPER CRICKET series across iOS, Android and BlackBerry
- Showcased BLASTR at PAX (Penny Arcade Expo) Australia 2014 in a Microsoft booth
- Featured in GamelInformer magazine (February 2012) on a two-page interview article about student developers
- Wrote tutorial articles on 2D/3D game development with HTML5 using WebGL and Canvas