

# Akshay Ramesh

## Software Engineer

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## SKILLS

Gameplay Programming, Rapid Prototyping, Mobile Development, Agile Processes

## LANGUAGES

C#, C++, Objective-C, Java, JavaScript, Python, HTML/CSS

## TOOLS

Unity 3D, Cocos 2D, Phaser JS, Create JS, Git, P4V, JIRA

## PLATFORMS

PC, Web, iOS, Android, Windows Phone, Oculus Rift, PS Move, Kinect, Leap motion, Makey - Makey

## EDUCATION

**MASTER OF ENTERTAINMENT TECHNOLOGY** ▪ 2014 –2016  
Carnegie Mellon University – Entertainment Technology Center

**BE IN COMPUTER SCIENCE ENGINEERING** ▪ 2009 –2013  
Manipal Institute of Technology – Manipal, India

## WORK EXPERIENCE

**ROBOMATTER INC** – Pittsburgh, PA  
Game Programmer ▪ May 2015 – May 2016

- + Worked on game workflows, architecture, audio programming and level design for Resolvers: SolutionSteam, a PC game developed in Unity 3D
- + Worked on gameplay programming, UI and game design for Atlantis Prime, a third-person platformer developed in Unity 3D
- + Prototyped OOP Garage, a game to teach object oriented programming

**APPY MONKEYS SOFTWARE** – Bangalore, India  
Game Programmer ▪ May 2012 – May 2014

- + Unity 3D Developer - Programming, testing and deployment of games and apps for mobile & web platforms
- + Published Blox 3D – a game to teach the basics of 3D modelling. 150,000+ downloads across Android, iOS, Windows and Amazon
- + Cocos2D Developer – Published “Ricochet: Retro Space Shooter” on iOS

## ACADEMIC PROJECTS

**ENTROPY:** Role – Programmer ▪ Fall 2015

- + Worked in a team of 4 using Unity and C# to develop an iPad puzzle game that teaches the laws of thermodynamics as core game mechanics.
- + Wrote a heat system within Unity, custom particle system and tools to help the game designer to build puzzles

**ELECTRONIC ARTS - LEGATO:** Role – Programmer ▪ Spring 2015

- + Worked in a team of 14 students as a mobile developer to build a 4-player co-operative experience, balancing mobile and TV interactions
- + Responsible for mobile-side JavaScript code in Phaser JS and optimizations for our connected-TV platform

**BOOK OF FATE:** Role – Sound Designer & Audio Programmer ▪ Fall 2014

- + Developed this game on a team of 6 students as a 3-week project using Unity and Makey-Makey. Worked as a sound designer and wrote an audio manager in Unity to use in future projects.
- + Demoted this game at the Alt.Ctrl exhibit at GDC 2015

## ACADEMIC COURSEWORK

**BUILDING VIRTUAL WORLDS:** ▪ Fall 2015

- + In this class students work in teams of 5-6 on project sprints of 2-3 weeks.
- + Rapidly prototyped games on Oculus Rift, Kinect, Leap Motion and mobile.

**OTHER CLASSES:**

- + Visual Story, Game engine programming, Python Programming