

# Aman Ahuja

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## Summary

Highly skilled and results-driven Programmer with a passion for creating immersive experiences. Offering a strong creative skill set, extensive programming knowledge, and a proven track record of successful game development projects and VFX in animation & films. Committed to delivering high-quality work, collaborating effectively with cross-functional teams, and staying updated with the latest industry trends and technologies.

## Qualifications & Skills

- Extensive experience in all aspects of game development, including game design, programming, and optimization.
- Proficient in multiple programming languages and game engines, including C#, Unity and Unreal Engine.
- Strong problem-solving and analytical skills, with the ability to troubleshoot and debug complex issues.
- Solid understanding of software development principles and methodologies.
- Strong attention to detail, ensuring accuracy and quality in every aspect of game development.
- Creative and innovative mindset, with a focus on developing unique and engaging gameplay experiences.
- Excellent time management and organizational skills, delivering projects on time and within budget.
- Continuously learning and adapting to new technologies and industry advancements.

## Technologies & Software

- Programming Languages: C#, Java, Python, UE Blueprints.
- Game Engines: Unity, Unreal Engine
- Version Control Systems: Git, SVN, Perforce, PlasticSCM
- Software Development Tools: Visual Studio

## Work Experience

### Senior TD | Zebu Animation Pvt. Ltd., Bengaluru, Karnataka

April 2022 – Present

#### Project: LEGO® DREAMZzz Season 1 & Season 2 (Netflix)

- Worked with the in-house VFX team as Lead VFX Artist.
- Developed custom in-engine tools for Unreal Engine & Unity to streamline the film/animation VFX pipeline, resulting in a 40% increase in productivity.
- Created visually stunning VFX for film/animation projects, leveraging Unity and Unreal Engine capabilities.
- Successfully integrated VFX assets into the production pipeline, ensuring seamless integration with the overall visual design.

### Game Programmer | Ogre Head Studio, Hyderabad, Telangana

February 2020 – March 2022

#### Project: Super Pets – Adventures of Krypto and Ace (PC, PS, Xbox, Switch)

- Led the development of multiple games across various platforms, including PC, PS, Xbox, Android, and iOS.
- Collaborated closely with designers to translate game concepts into fully functional mechanics, delivering captivating gameplay experiences.
- Implemented advanced AI systems, enhancing enemy behaviors and creating challenging and immersive gameplay scenarios.
- Developed efficient in-engine tools and workflows, optimizing development processes and reducing production time by 30%.

## Software Engineering Specialist | VeriFone India, Bengaluru, Karnataka

June 2016 – May 2019

### Project: Commander Site Controller

- Installed and configured new software applications, ensuring seamless integration with existing systems.
- Collaborated with senior software engineers to develop and enhance complex software solutions, resulting in improved performance and functionality.
- Conducted rigorous testing and debugging to identify and resolve software performance issues, minimizing system downtime.
- Contributed to the development of software and operating manuals, providing comprehensive documentation for end-users.
- Actively participated in team meetings and contributed valuable insights to drive innovation and process improvements.

## Education

### Advance Diploma in Game Development | 2019 – 2021

Backstage Pass Institute of Gaming & Technology | Hyderabad, Telangana

### Bachelor of Technology – Computer Science Engineering | 2012 – 2016

Northern India Engineering College | Shastri Park, New Delhi

- Graduated with an aggregate of 70.9%.

## Projects

### PROFESSIONAL PROJECTS

#### 1. *LEGO® DREAMZzz Season 1 & Season 2*

Platform Used : Unreal Engine, Blueprints, Python

Contribution : Real-time VFX Artist and VFX Pipeline Developer

Description : Led real-time VFX production within Unreal Engine for the project. Pioneered the development of sophisticated tools to seamlessly integrate VFX into the overall production pipeline. These tools streamlined the workflow, enhancing efficiency and ensuring a high-quality output. Collaborated closely with the team to enhance visual fidelity and deliver captivating effects that contributed to the project's overall success.

#### 2. *DC League of Super-Pets: The Adventures of Krypto and Ace*

Platform Used : Unity3d, C#

Contribution : Game Programmer and Design Tool Developer

Description : Spearheaded the development of an engaging on-rails shooter, set within the immersive DC Universe. Utilized Unity 3D and C# to implement intricate AI behavior, ensuring dynamic and challenging gameplay. Pioneered the creation of bespoke design tools that empowered the team to efficiently craft and iterate on level design. Integrated cutting-edge VFX and SFX seamlessly into the gameplay, heightening the overall player experience and staying true to the DC Universe's immersive aesthetics. Through collaborative efforts, delivered a polished and captivating gaming experience that resonated with players.

## PERSONAL GAME PROJECTS

### 1. *Dot.exe – Platform Game for Global Game Jam, 2020*

Platform Used : Unity3d, C#

Contribution : Game Design and Programming

Description : Developed an innovative platform game for the Global Game Jam, focusing on the theme of 'Repair'. The game received accolades for its unique gameplay mechanics and visual style.

### 2. *Retro Revolution – Vertical Infinite Scroll Game*

Platform Used : Unity3d, C#, Photoshop

Contribution : Game Design, Programming, and Visual Effects

Description : Designed and developed a captivating retro-themed vertical infinite scroll game, incorporating dynamic visuals, engaging gameplay, and challenging obstacles. Garnered positive user reviews.

## ACADEMIC GAME PROJECTS

### 1. *StayHome – 3D Platform Game / B. Tech. 2015*

Platform Used : Unity3d, C#, Blender

Contribution : Game Design, Programming, and Level Design

Description : Created a compelling 3D platform game with a blend of emotional storytelling and horror elements. Implemented intricate puzzles, atmospheric environments, and immersive gameplay mechanics.