ADITYA HARVI

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WORK EXPERIENCE

L2 UI Programmer
Inflexion Games

📅 May 2022 – Present

- Successfully shipped "Nightingale", an online survival-crafting game, into Early Access on Steam.
- Owner of Nightingale's big-data system capable of quickly loading, filtering, and sorting 1000's of assets while being compatible with all other UI and gameplay systems.
- Conducted performance audits with Unreal-Insights to optimize load times and improve frame rates by up to 95%.
- Created new and performant UMG menus in collaboration with designers, artists, and gameplay programmers.
- Implemented localization-safe CommonUI widgets that can accommodate varying text lengths in Latin-based and Asian languages.

Associate UI Programmer
Improbable Worlds Limited

📅 May – December 2021

- Overhauled the UI infrastructure by introducing a window-stack, significantly decoupling the individual screens and solving a myriad of bugs.
- Supported the team through 4+ large playtests and publisher demos ultimately resulting in the studio acquiring an angel investor.
- Improved the testing framework by implementing a method of simulating key presses, allowing user-interaction errors to be quickly detected before players were affected.

Software Developer
Intuit

📅 January – August 2020

- Maintained and improved Intuit's back-end services as part of the Shell team for QuickBooks Online.
- Refactored and created 10+ regression testing automation scripts on Trinity and Jenkins to work with an updated build system.
- Provided back-end assistance in a large cross-team project designed to improve the marketing capabilities of the company.

EDUCATION

BSc Computer Engineering Software Co-op
University of Alberta

📅 Class of 2022

TECH STACK

Unreal Engine · C++ · UMG · Godot · GDScript · JavaScript · TypeScript · HTML/CSS · SQLite · Python · Java · Git/Github

PROJECTS

💻 Game Jam: Standby

📅 2024   » Unreal Engine 5, Blueprints

- 2nd place winner where the theme was "Light and Dark".
- Lead a team of 5 to design a puzzle-horror game where players must escape an airplane fuselage by collecting batteries to power spotlights and avoid the darkness.

💻 Tetrix

📅 2022   » TypeScript, NodeJS, SocketIO

- A novel take on the classic Tetris game allowing for 4 players to play on a single arena simultaneously.
- Manages a single game instance allowing late joiners to become spectators and vote on events spawning in throughout the game.
- Enables players to switch between cooperation and competition against others dynamically.

💻 Dungeon Master

📅 2020   » JavaScript, SQLite3

- Custom-built DiscordJS API with the ability to run complete Dungeons & Dragons games.
- Stores and manipulates all information from an SQLite3 database.
- Allows the host to keep the creativity of a traditional table-top D&D game while allowing members around the world to connect and play together.

💻 Arduino Invaders

📅 2018   » C++, Makefile

- This custom-built handheld device can simulate a simplified version of the classic Space Invaders game on an Arduino!
- Capable of tracking score, outputting sound effects, and even has a hidden easter egg.