

# SREYASH R.A

## GAME PROGRAMMER



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Liverpool, United Kingdom

## ABOUT ME

I possess a strong drive and enthusiasm as a game programmer, backed by my prior professional experience in the games industry. My current expertise lies in programming gameplay features and AI for games. Nevertheless, I frequently delve into the realms of VR and AR development, system design, and UI features. Additionally, I am authorized to work in the United Kingdom.

## PORTFOLIO



[www.sreyashra.com/](http://www.sreyashra.com/)



[github.com/sreyashra](https://github.com/sreyashra)

## CORE SKILLS

- Game Programming Patterns
- Game Design Patterns
- 3D Mathematics
- AI frameworks for games
- AR & MR Development
- VR Development
- Documentation (GDD & TDD)

## SOFTWARE

- C# Programming
- C++ Programming
- Unity 3D
- Unreal Engine 5
- GitHub & Gitlab
- Jira
- FL Studio

## LANGUAGES

- [English](#) - Fluent
- [Tamil](#) - Native
- [Hindi](#) - Basic
- [French](#) - Basic

## HOBBIES

- E-Sports Enthusiast
- Music Production
- Football & Gym

References are available upon request

## WORK EXPERIENCE

[Holy Cow Studio](#) Apr 2021 - May 2021 (Mumbai, India)

Junior Level Designer

- Designed and developed match-3 levels for the 'Home Design Dreams' game and word puzzle levels for the 'Design My Home: Makeover' game, both of which are available on the App Store and Google Play Store.
- Actively participated in multiple playtest sessions for the above-mentioned titles to help with balancing and give feedback to my fellow programmers for debugging before every release of new content.

[The Ink Mines Studios](#) Dec 2020 - Mar 2021 (Pune, India)

Game Designer Intern

- Designed the enemy AI behavior and combat mechanics for a fast-paced 2D beat 'em up game 'Hell Of a Family' which is soon to be released in the PC platform.
- Designed and assisted with creating moodboards for the environment's fore, mid and background.
- Actively participated in the brainstorming sessions with other team members in pre-production phase.
- Constantly communicated with my fellow programmers, artists and other designers to adapt myself, so I made sure I was on the same page with others.

## Education

Goldsmiths, University of London (London, United Kingdom)

[MSc Computer Games Programming](#)

September 2021 - September 2022

Grade: 66% Pass with Merit

[Rubika Supinfogame](#)

(Valenciennes, France)

[BA Game Design](#)

September 2017 - September 2020

Grade: 180 ECTS

## Achievements

Electronic Keyboard Examination

[Trinity College London](#)

Certification: Grade 3