

Abhishek Singh

Technical Designer

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EXPERIENCE

High Moon Studios

Associate Technical Designer

- Collaborating in a multidisciplinary team to prototype and implement systems for the Destiny universe.

Carlsbad, CA

Jun 2017 – Present

Zynga

Software Engineer Intern

- Developed two slot games for the Hit It Rich! team as a member of mobile engineering.
- Built a Unity editor tool to streamline import by artists and implemented log search in the automated test suite.

San Francisco, CA

Jan 2017 – May 2017

National High School Game Academy • Carnegie Mellon University

Lead Programming Instructor

- Devised the technical curriculum and instructed a batch of thirty-eight students on using Unity 3D.

Pittsburgh, PA

Jul 2016 – Aug 2016

SAP Labs India Pvt Ltd

Associate Support Engineer

- ABAP Silver certified engineer with expertise in Oracle database operating under Lean / Agile methodology.
- Optimized bottlenecks on production systems via performance traces and root-cause analysis.
- Collaborated with multicultural teams as part of the 'Center of Expertise' at locations in India, Brazil and USA.

Bangalore, India

Jul 2012 – Jul 2015

SKILLS

- **Languages:** C; C++; C#; Python; Assembly (8086); ABAP; Java; SQL; HTML/CSS
- **Tools / Tech:** Unity; Unreal; Git; Perforce; Bash; Visual Studio; Eclipse; Oracle Database
- **Platforms:** PC; Android/iOS; Kinect; Oculus; HTC Vive; Google Tango; Leap Motion; Makey Makey; Jam-o-drum

EDUCATION

Entertainment Technology Center, Carnegie Mellon University

Master of Entertainment Technology

- Relevant courses: Computer Systems; Game Design; Building Virtual Worlds; Improvisational Acting; Visual Story

Pittsburgh, PA

May 2017

Kalinga Institute of Industrial Technology

Bachelor of Technology • Computer Science and Engineering

- Relevant courses: Data Structures & Algorithms; Theory of Computation; Design & Analysis of Algorithms; AI

Bhubaneswar, India

May 2012

PROJECTS

Global Game Jam • PIGDA

- Designed and coded a 2-player PC game 'Viking Burial' using Unity. The game involves players competing to set funeral ships on fire as part of a Viking ritual. Link: globalgamejam.org/2016/games/viking-burial

Jan 2016

Game AI Experiments

- Implemented C++ code for state machine and behavior tree models. Repository: github.com/tso7/Game-AI

Apr 2016

Cozplay • Entertainment Technology Center, CMU

- Designed and programmed four interaction prototypes for Anki's Cozmo robot using a Python based SDK.

Sep 2016 – Dec 2016

Edelweiss • Entertainment Technology Center, CMU

- Designed an iOS app using Unity for the Allegheny Health Network to screen children for trauma exposure.

Jan 2016 – May 2016

ACTIVITIES

Favorite Games

- The Last of Us • Portal 2 • Braid • Prince of Persia: WW • Runescape • GTA III • Red Dead Redemption • Bastion

In Real Life

- Biking • Exploring cities on foot • Playing the guitar • Tabletop games