

# Anushka Nair

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## SKILL SET

- **Languages:** C / C++, C#, HLSL.
- **Technologies:** DirectX 11/12, Unreal Engine, Unity, PS4 Xbox & Nintendo Switch Devkits.
- **Shipped Titles:** Tony Hawk's Pro Skater 1+2, Diablo II Resurrected (Sept 23, 2021).

## EXPERIENCE

### Vicarious Visions, Blizzard

#### Junior Software Engineer (Graphics & Performance) | Jan '20 – Present

- Currently working on the graphics team on the recently announced **Diablo II Resurrected**, writing graphics and engine features and profiling and improving their performance on PC and consoles.
- Worked on the graphics and engine team to develop, debug and ship **Tony Hawk's Pro Skater 1 + 2** on the Xbox, PS4 and PC using Unreal Engine 4. Became the point of contact for character performance as well as led the performance and bug fixing improvements for several maps in game.

#### Software Engineer Co-op (Graphics & Performance) | May '19 – Dec '19

- Investigated and assisted in profiling Unreal Engine 4 on Tony Hawk's Pro Skater 1+2. Collaborated with designers and artists to figure out least performant areas in the game and improve them.

### Interactive Games & Media, RIT

#### Game Developer Intern (Lead Game Developer) | May '18 – August '18

- Led the development of an NSF funded "serious game" based on Hurricane Harvey, called "Project Lily Pad" using Esri CityEngine and Unity to teach players spatial thinking and disaster resilience along with publishing a paper on the same. (Team of 12)

## PROJECTS

#### Rendering Engine | Jan '19 – Present

- Currently working on a DirectX12 engine with implemented features like async job system, toon shading, physically based rendering, image-based lighting, transparency and two bounce refraction.

#### PS4 - PC Cross Platform Engine | Oct '18 – May '19

- Implemented a cross platform engine on the PS4 with a Job System and a focus on postprocessing effects and rendering a water mesh with reflection and refraction. (Team of 4)

#### Lightless | Aug '18 – Dec '19

- Core Developer on master's Capstone Project titled "Lightless", with a focus on implementing Enemy AI using Unity ECS and Job System and modeling it for stealth based mechanics. Lightless was selected and showcased at GDC 2019 under MAGIC Spell Studios. (Team of 7)

## EDUCATION

### Rochester Institute of Technology | Aug '17 – Dec '19 (GPA 3.88/4)

Master of Science in Game Design and Development

- **Graduate Assistantship** under Dr. David Schwartz (Director of IGM), researching "Geogames" for teaching players disaster resilience and spatial thinking.
- **Teaching Assistantship** for the course Co-op Preparation Workshop, which involved assisting sophomores and juniors in developing their portfolios to make them industry ready.